



"The Music Hole"

1034-239

Final Board

Date 11/17/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 11/17/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
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Supervising Director
Andres Salaff

Storyboard by
Andres Salaff
& Polly Guo

Animation Studio
SAEROM

DEC 10 2015

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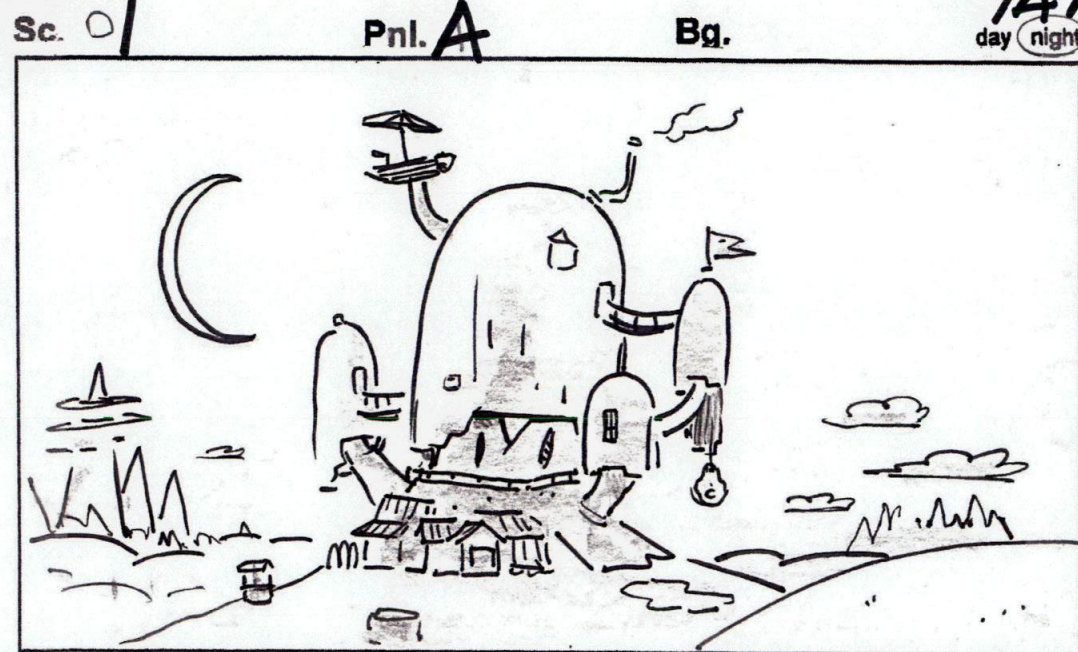
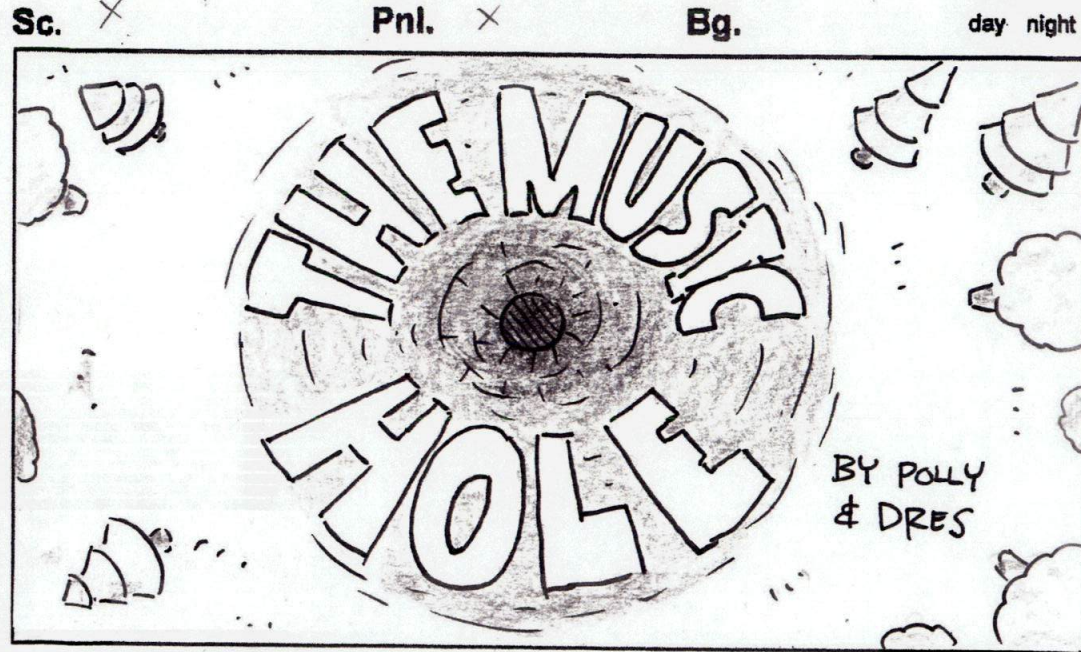
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ADVENTURE TIME



Page 01
1A NEXT
day night



Dialog:

SFX/ Crickets chirping

Action:

Timing:

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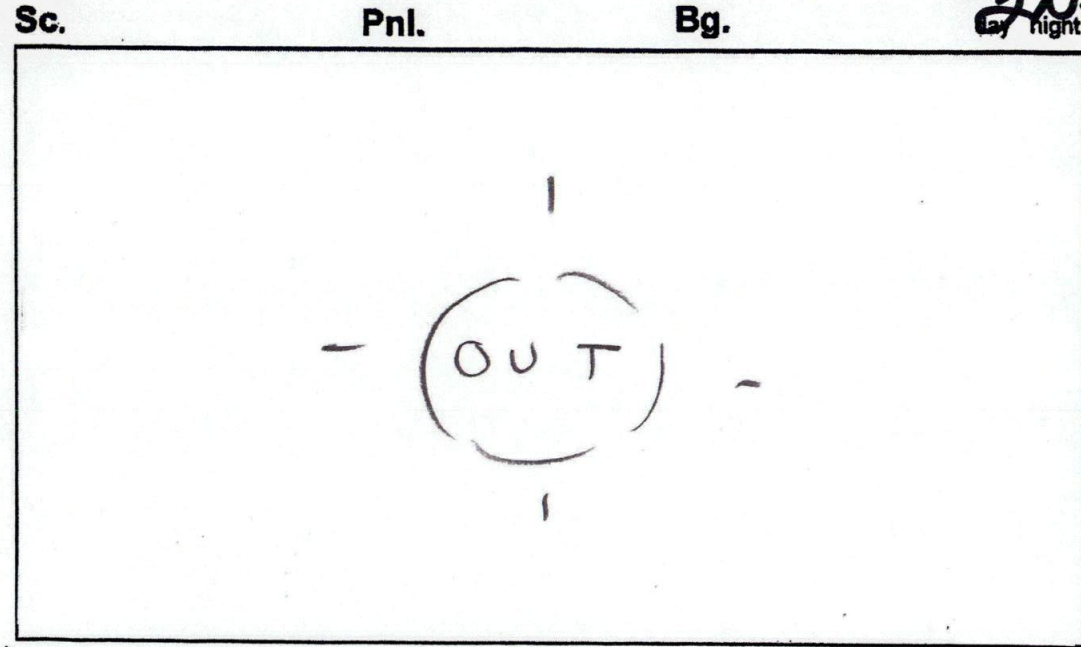
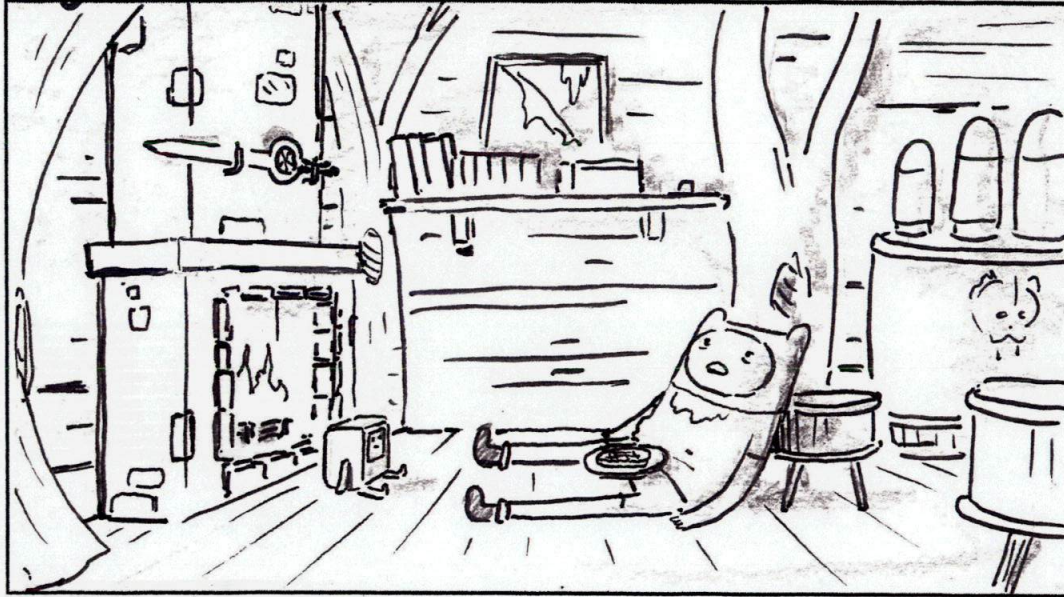
ADVENTURE TIME



Page

A
2 NEXT
day night

Sc. **2** Pnl. **A** Bg. day night



Dialog:

(FINN) : [SIGH]

Action:

(SFX) [FIRE CRACKLING]

FINN STARES
AT FINN SWORD.

Timing:

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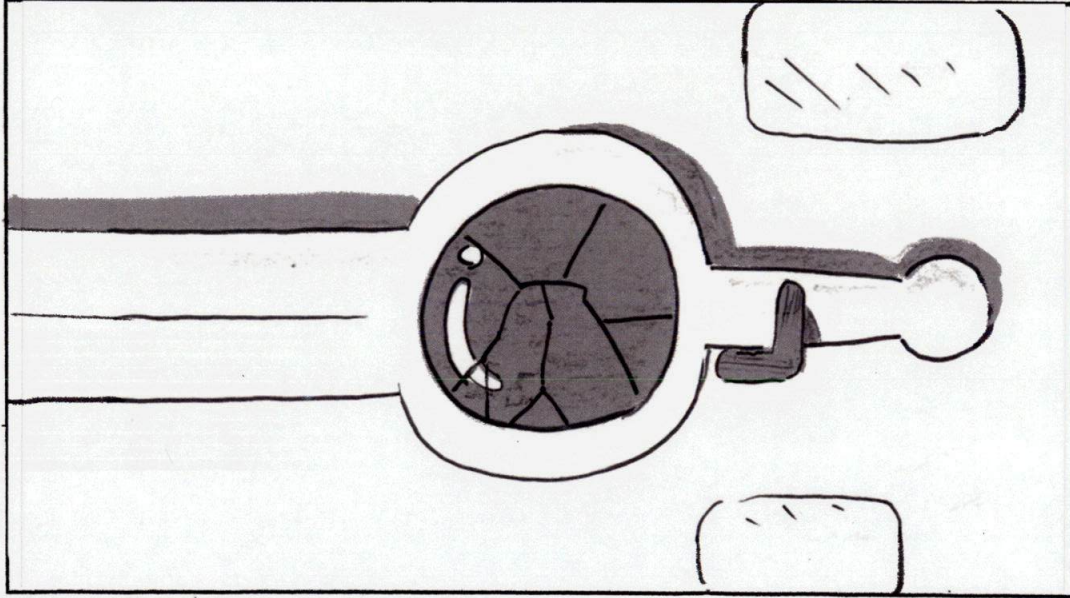
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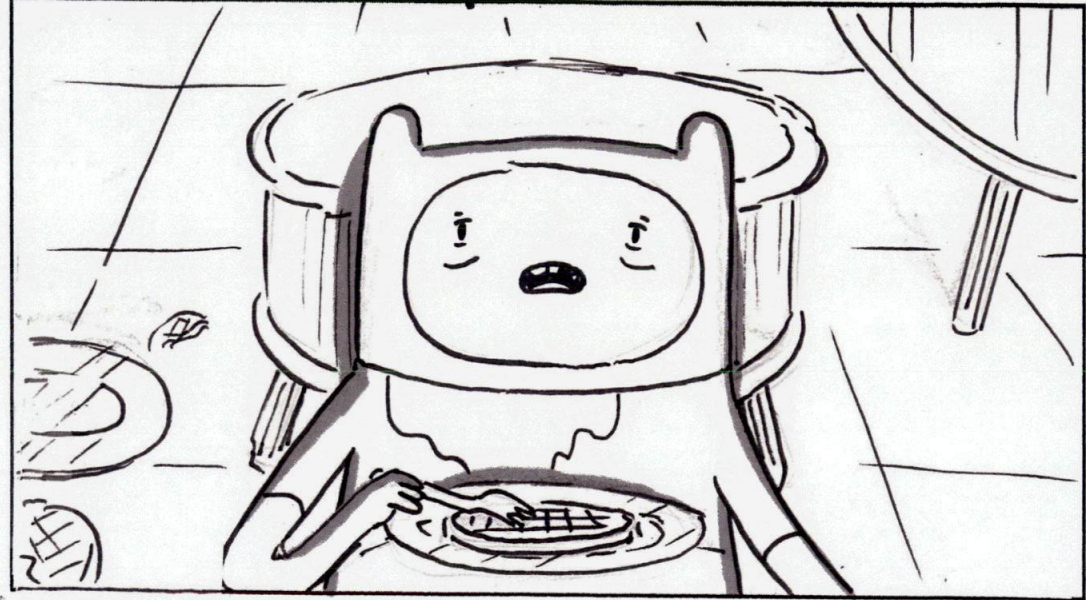


Page 2

Sc. 3 Pnl. A Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

F) O.S. - POOR FINN SWORD...

F) I'M SORRY, MAN.

Action:

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Timing:

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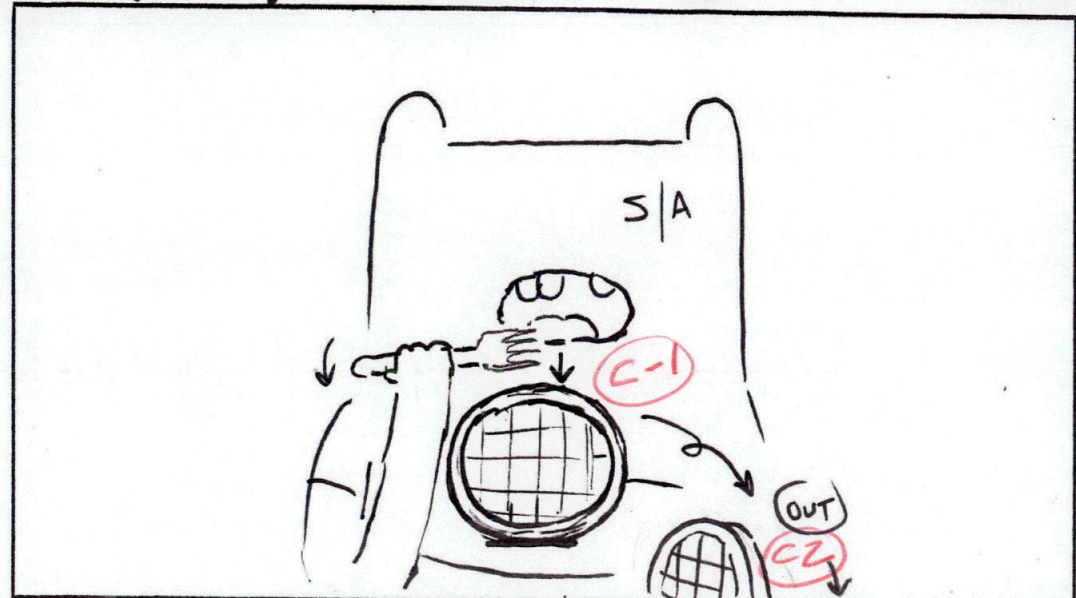
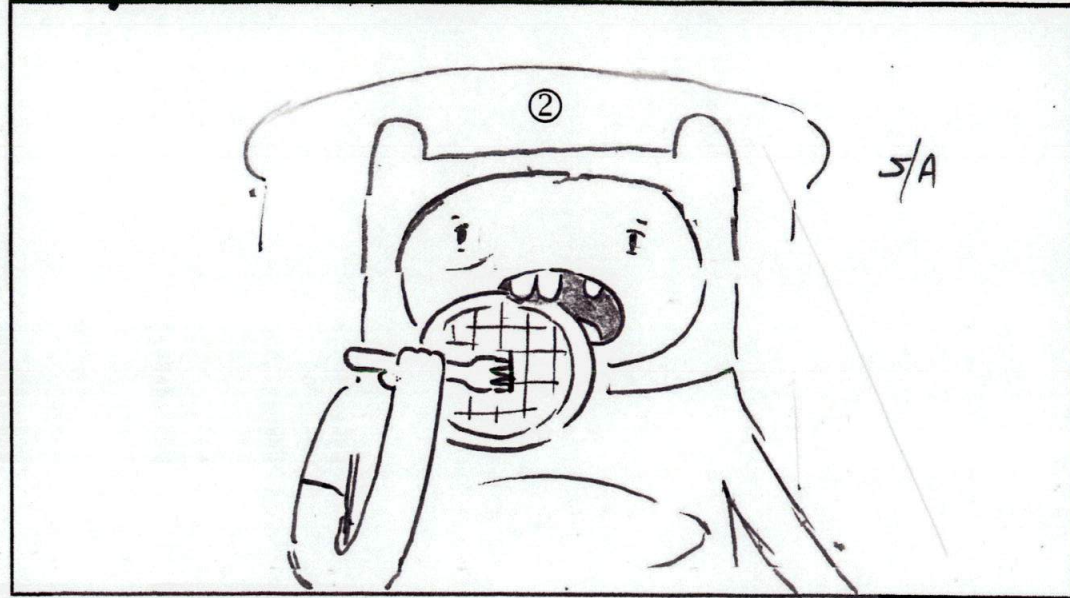
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Page 3
day night

Sc. 4cont Pnl. B Bg. day night

Sc. 4cont Pnl. C Bg. day night

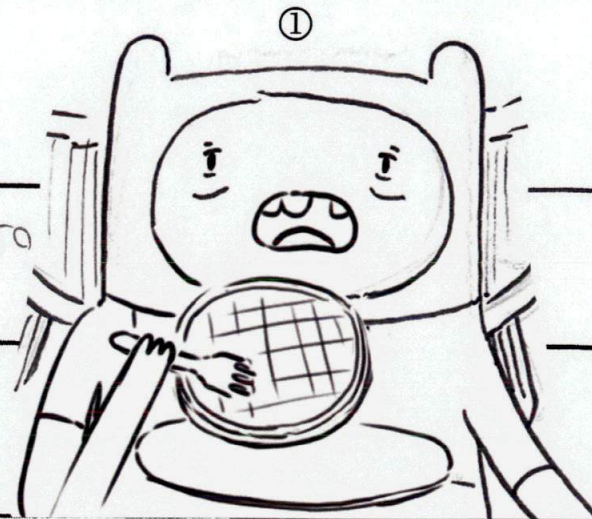


Dialog:

Action:

-F. LIFTS WAFFLE TO HIS MOUTH.

Timing:



SFX/ Waffle hits plate
[WAFFLE FALLS OFF FORK] DEC 10 2013

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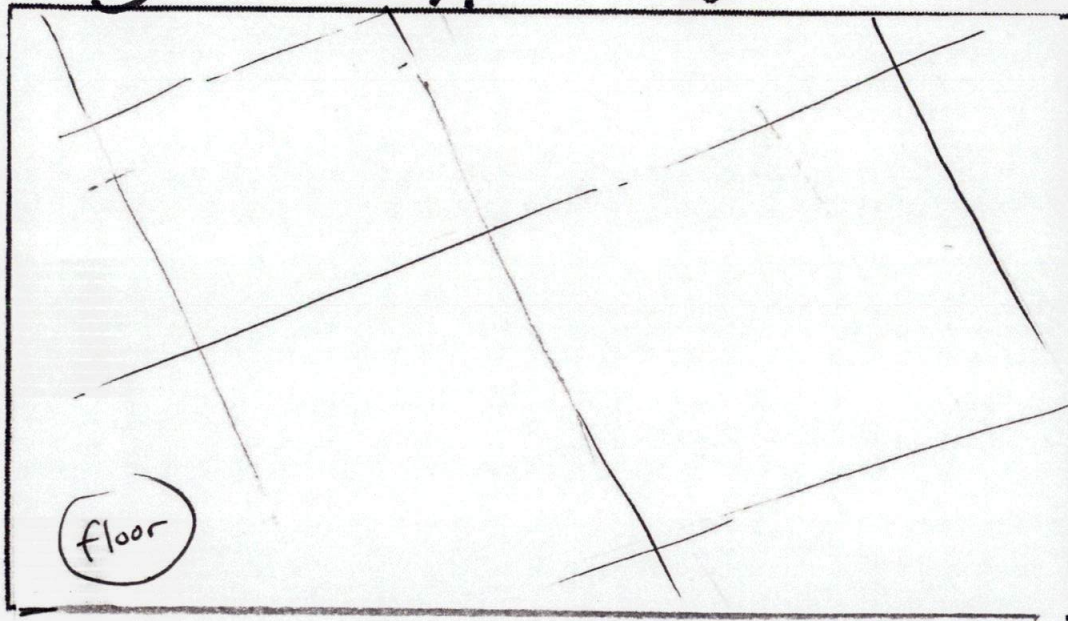


Sc. **5**

Pnl. **A**

Bg.

day night



Sc.

Scant

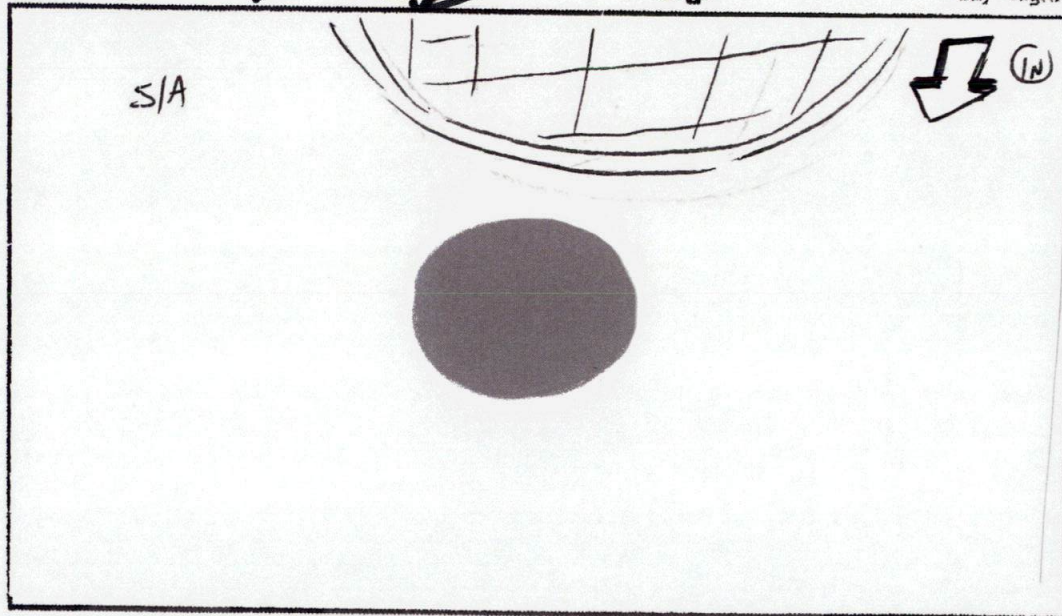
Pnl. **B**

Bg.

Page

4

day night



Dialog:

Action:

- WAFFLE FALLS ON/S.

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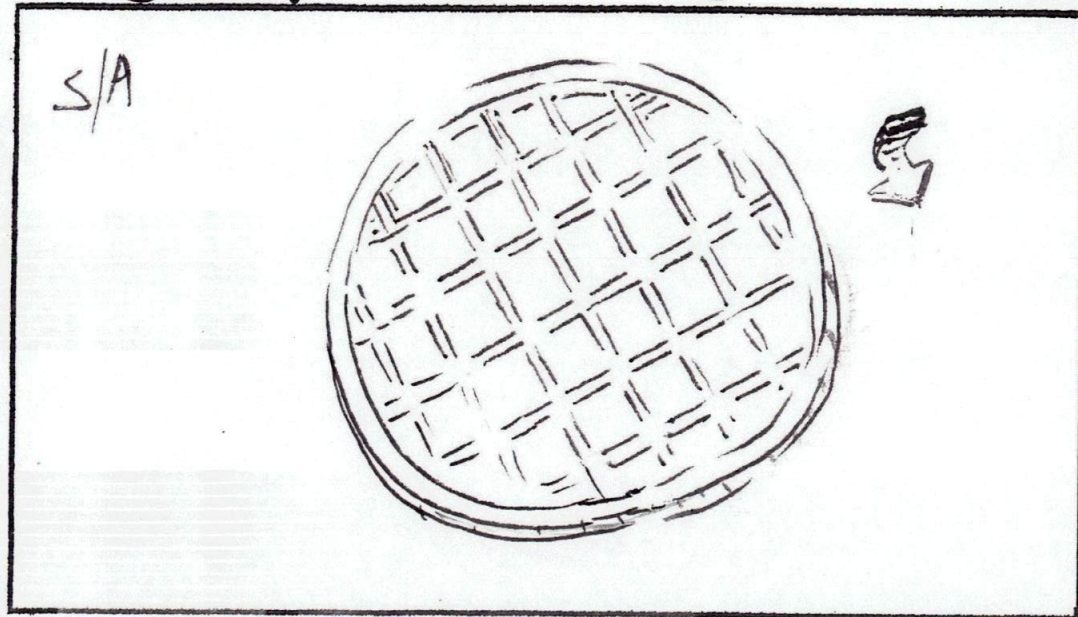
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Sc. 5 CONT Pnl. C

Bg.

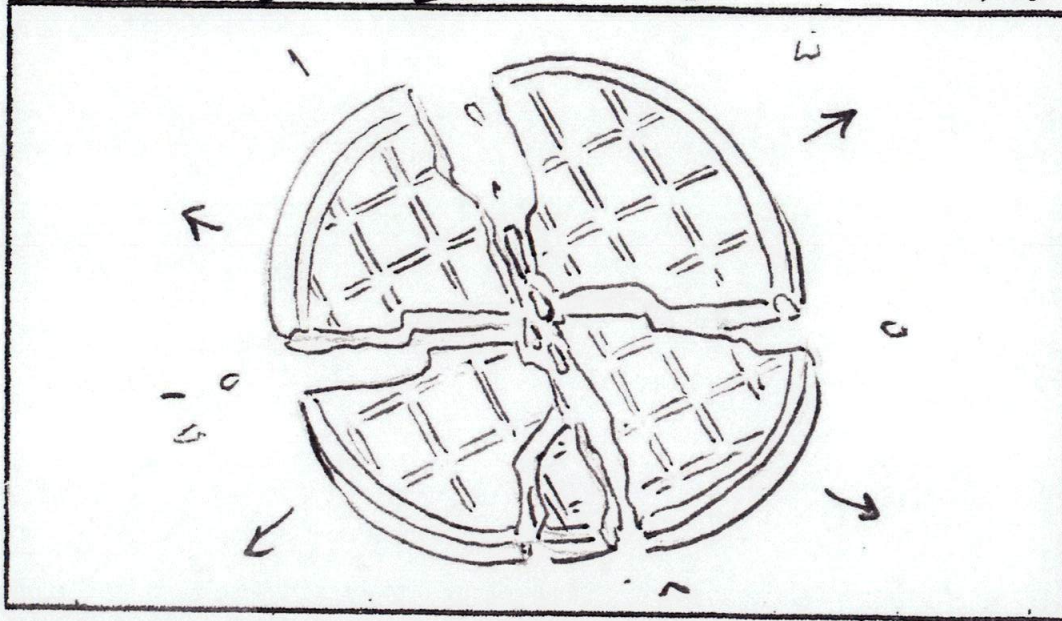
day night



Sc. 5 CONT Pnl. D

Bg.

day night



Page 5

Dialog:

Action:

(WAFFLE FALLS FLAT)

Timing:

SFX / BKSH!

DEC 10 2015

WAFFLE BREAKS, KIND OF LOOKS
LIKE THE BROKEN FINNSWORD

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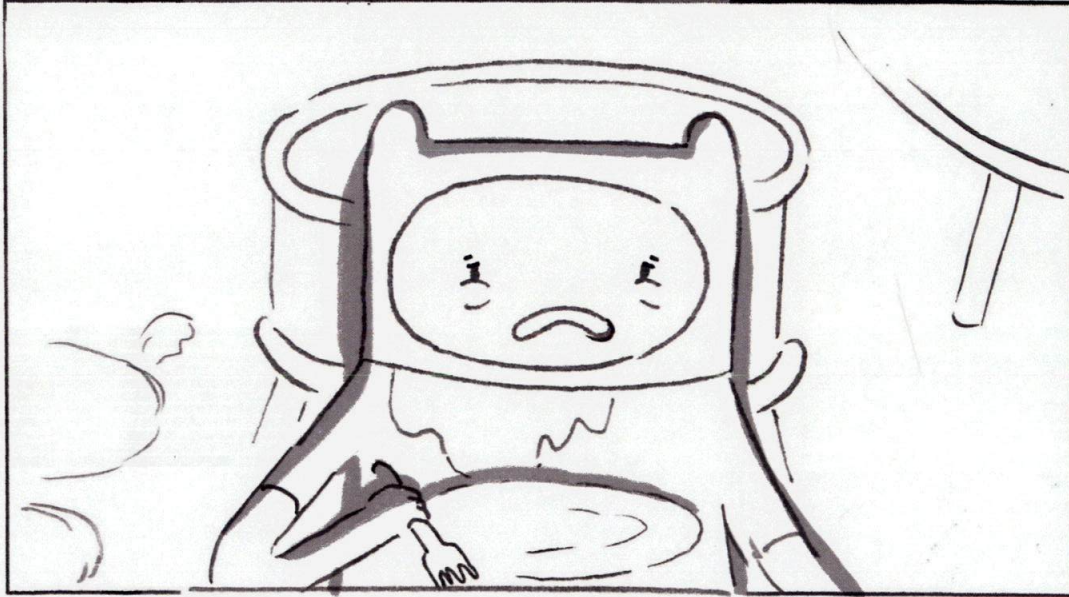
Page 6

Sc. 6

Pnl. A

Bg.

day night

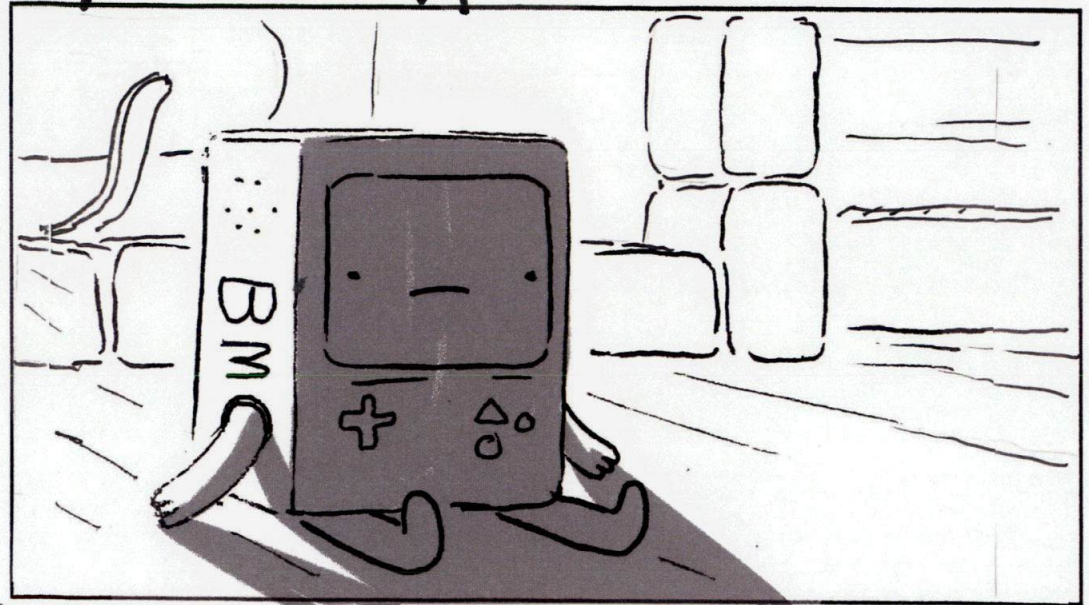


Sc. 7

Pnl. A

Bg.

day night



Dialog:

F) EVERYTHING'S BROKEN.

SP

Action:

Timing:

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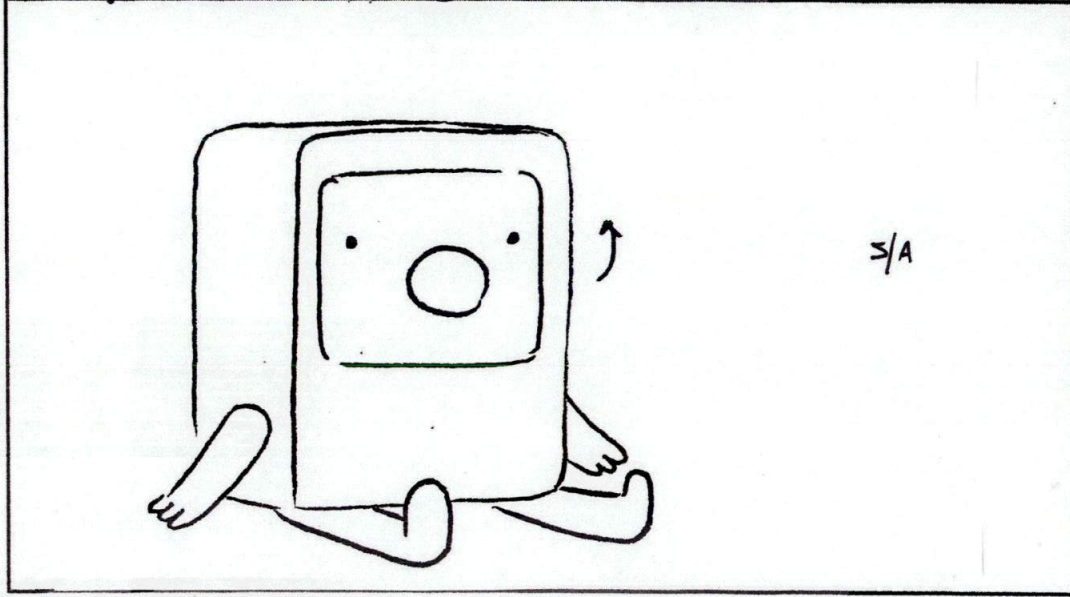
Page 97
day night

Sc. 7 CONT

Pnl. B

Bg.

day night

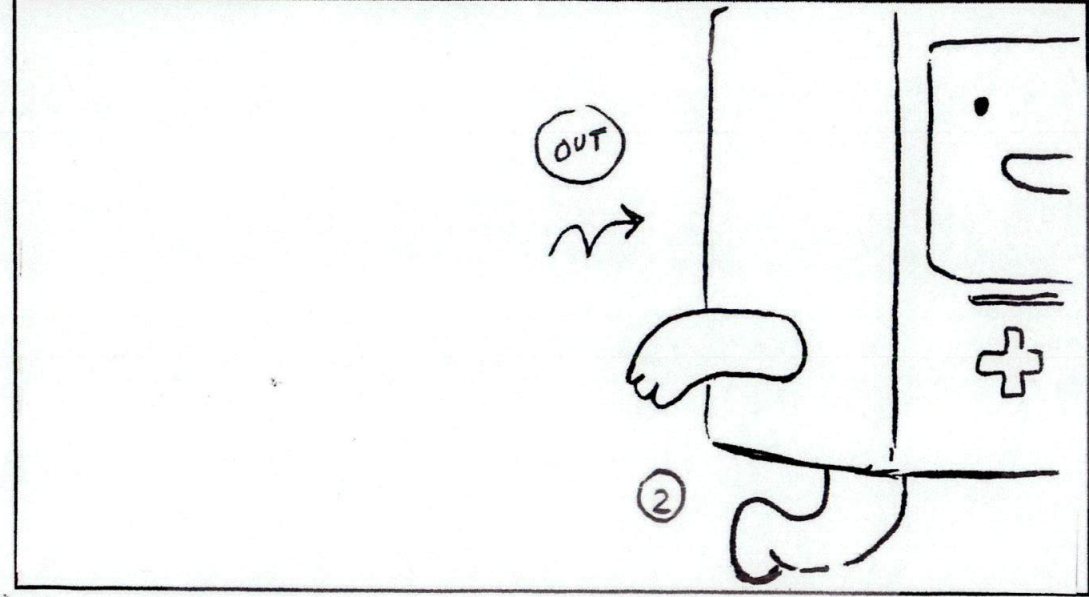


Sc. 7 CONT

Pnl. C

Bg.

day night



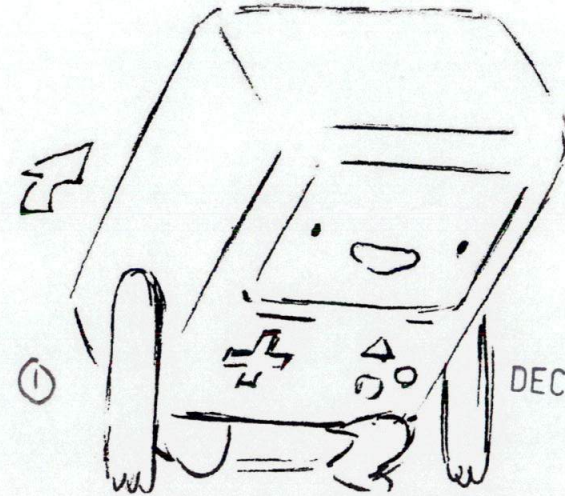
Dialog:

BMO) NO, IT'S NOT!

Action:

- BMO RISES AND RUNS OFF/S.

Timing:



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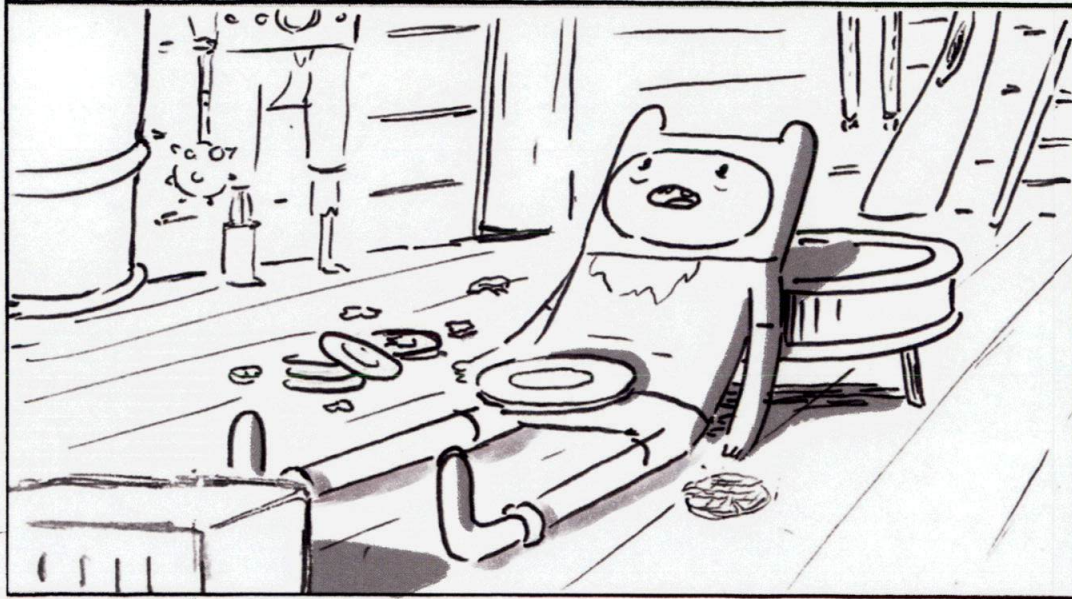
Page **8**

Sc. **8**

Pnl. **A**

Bg.

day night

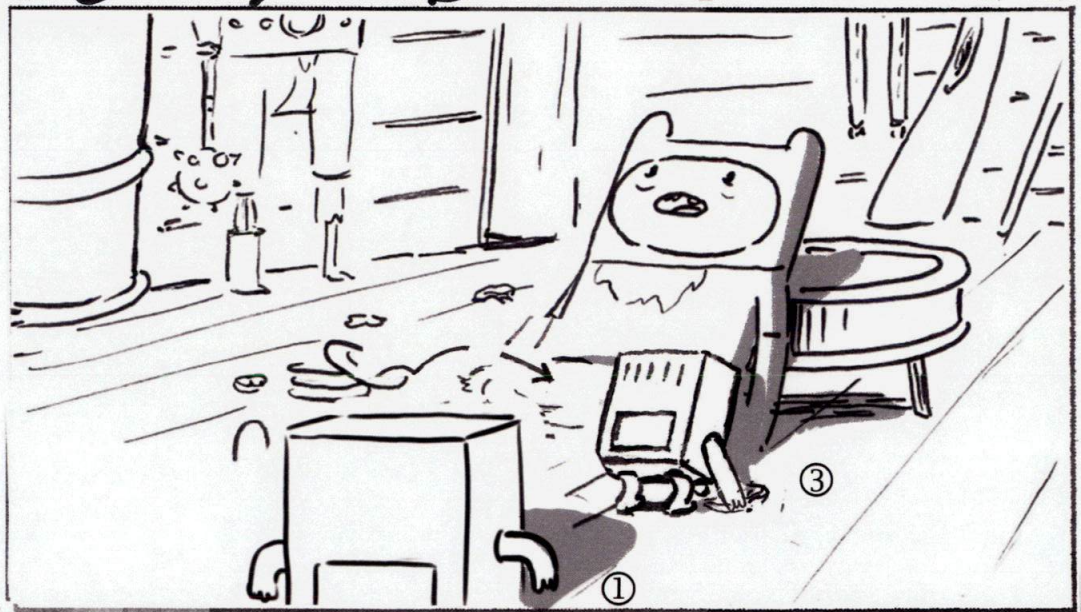


Sc. **8 CONT**

Pnl. **B**

Bg.

day night



Dialog:

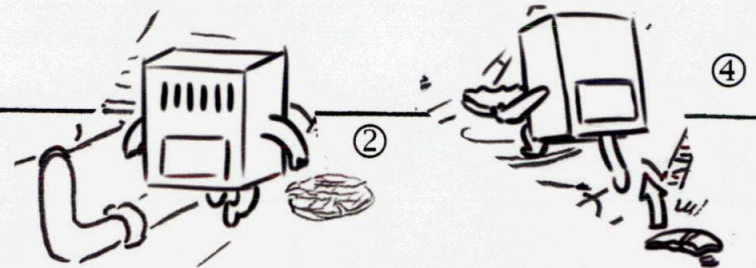
BMO/IT'S STILL GOOD!

Action:

- BMO RUNS ON/S AND
LEANS DOWN TO PICK UP WAFFLE.

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Timing:



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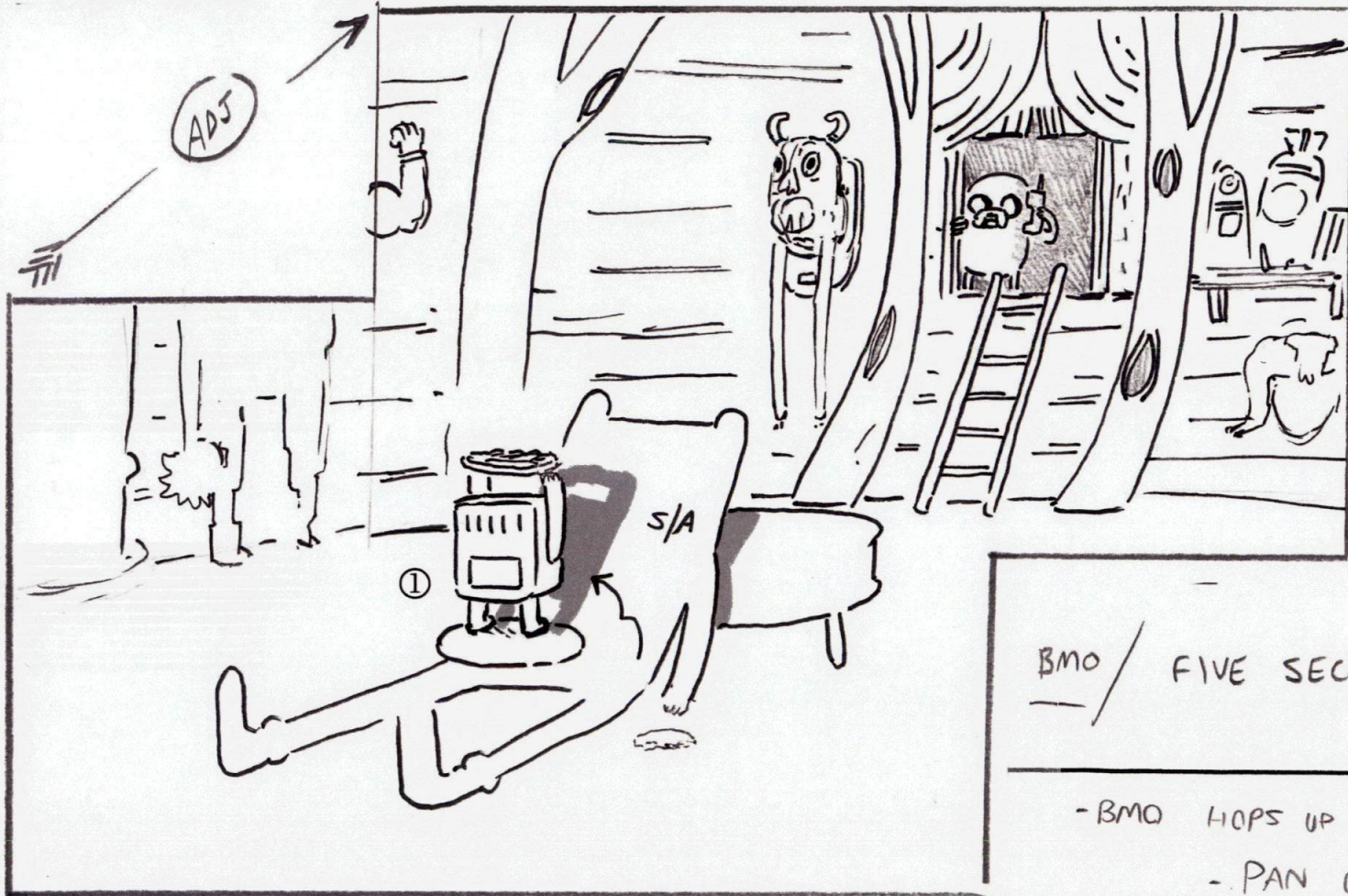


Sc. 8 cont

Pl. C

Bg.

day night



BMO / FIVE SECONDS RULE!

J/ I don't know what to do

- BMO HOPS UP ONTO PLATE ON FINN'S STOMACH

- PAN UP TO JAKE

Timing:

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②



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Sc. 9

Pnl. A

Bg.

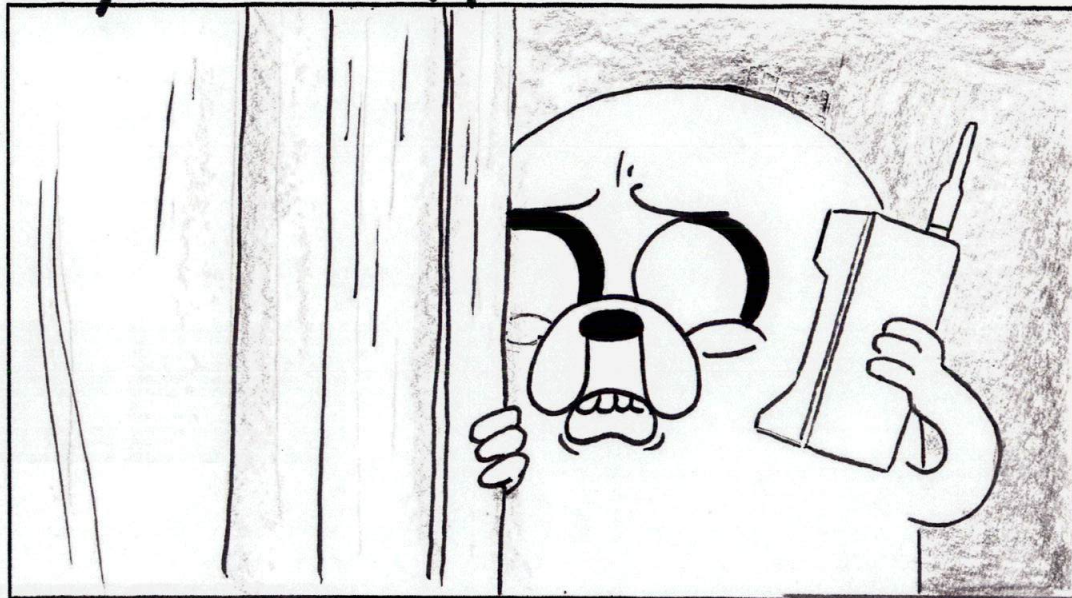
day night

Sc. 9cont

Pnl. B

Bg.

day night



Dialog:

J) HE'S BEEN LIKE THIS EVER SINCE HE HOMMIED
THE FINN SWORD.

Action:

Timing:

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Page 11

Sc. 10

Pnl. A

Bg.

day night

Sc. 10 cont

Pnl. B

Bg.

day night



Dialog:

PB) THIS IS HECKA SERIOUS.

Action:

-INT. CANDY KINGDOM.

Timing:

PB) DID YOU TRY MAKING "FEEL BETTER WAFFLES?"



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Sc. 10 cont Pnl. C

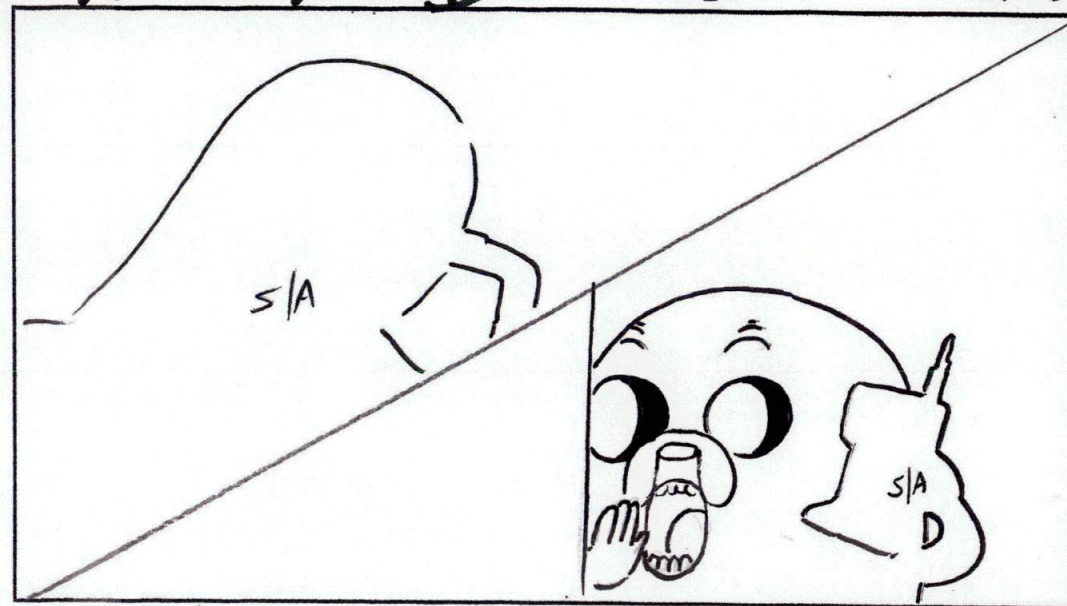
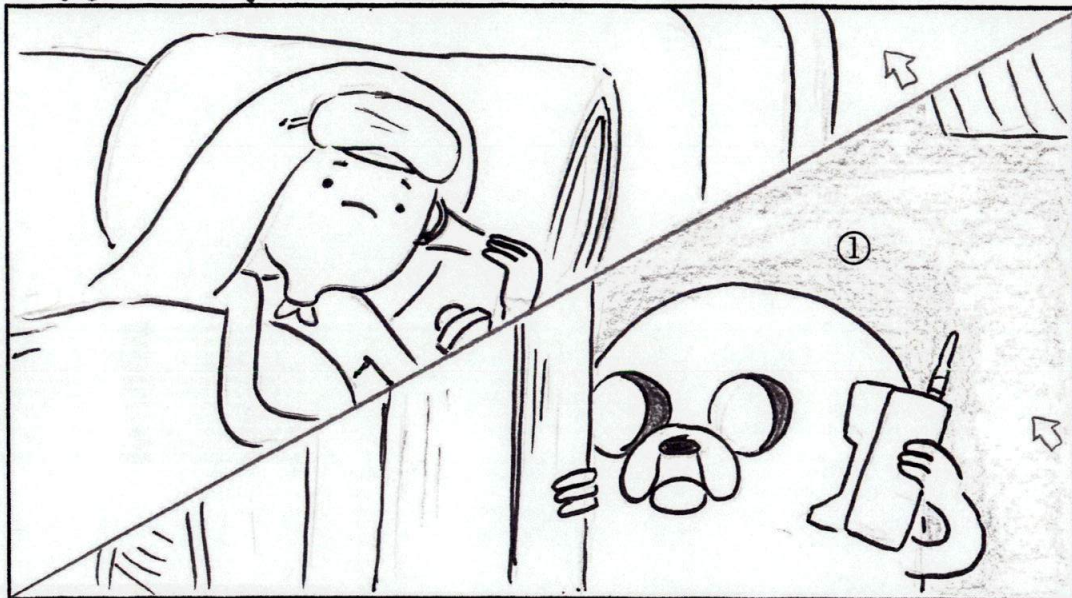
Bg.

day night

Sc. 10 cont Pnl. D

Bg.

day night



Dialog: J) YEAH, BUT HE JUST KEEPS DROPPING EM' ON THE GROUND AND WE'RE ALL LIKE → "IT'S STILL GOOD! LOOK!" (WHISPER/SCREAM)

Action: [START SPLIT SCREEN] [SIMILAR INFLECTION TO BMO]

Timing:

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Sc. **10 CONT**

Pnl. **E**

Bg.

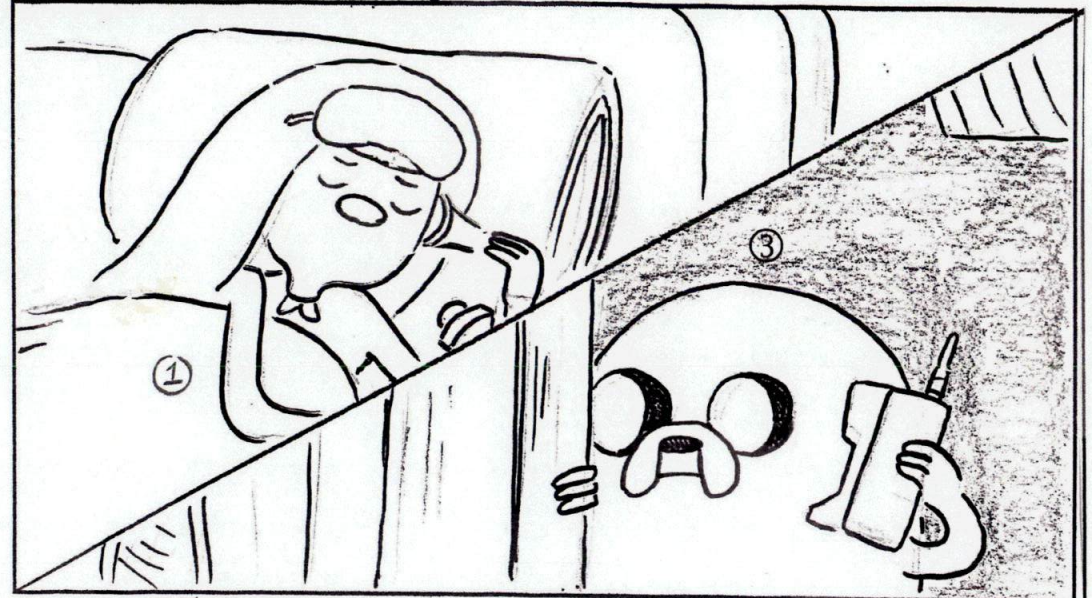
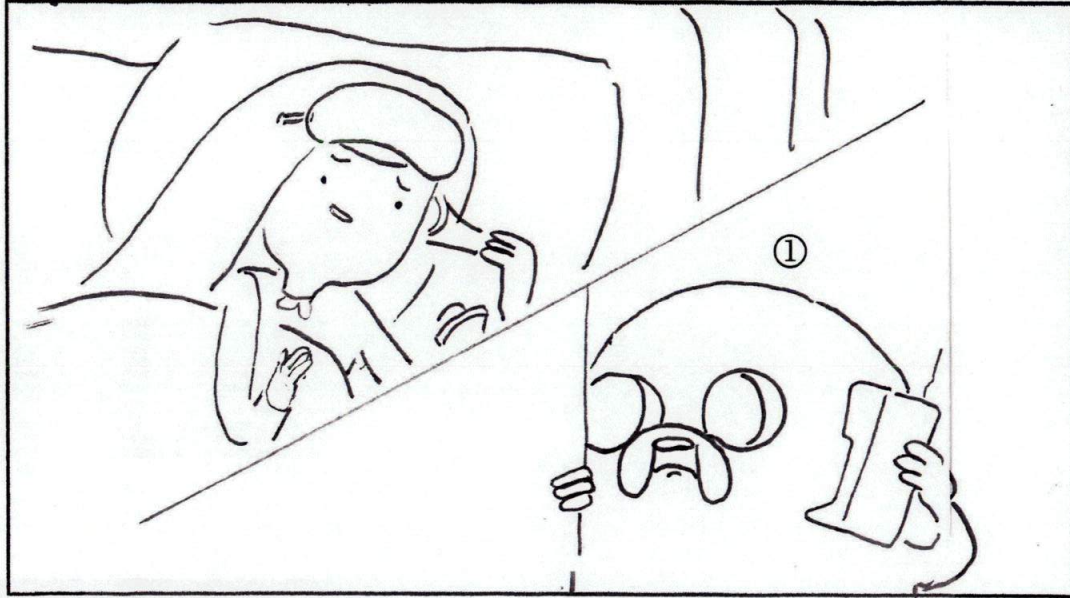
day night

Sc. **10 CONT**

Pnl. **F**

Bg.

day night

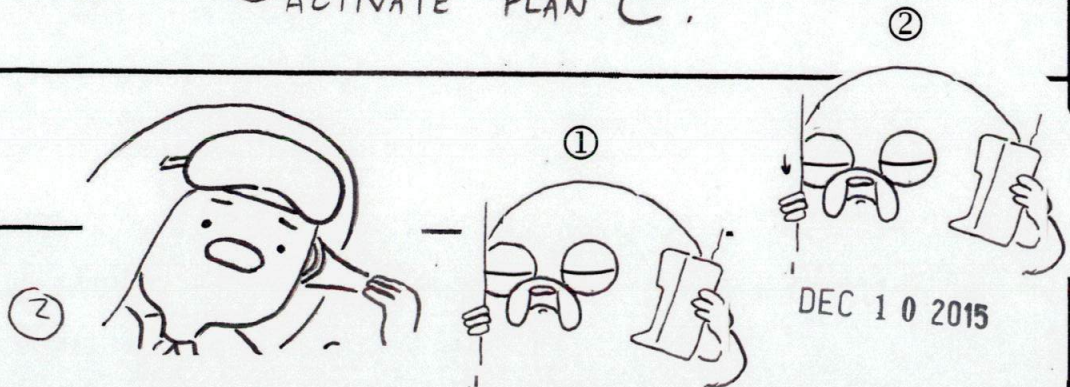
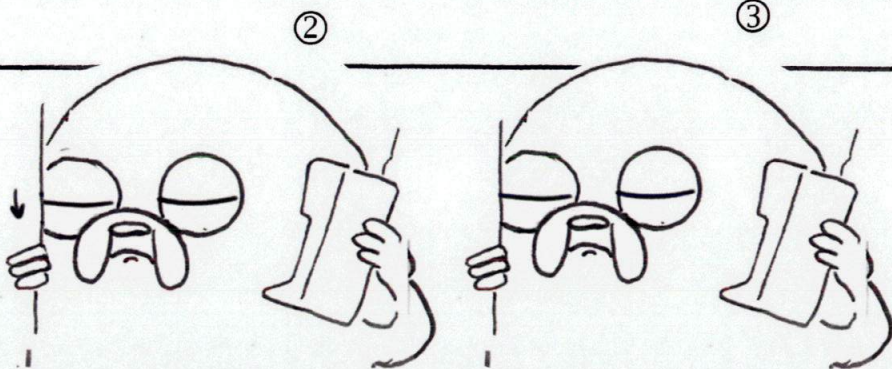


Dialog: PB) WELL YEAH, FIVE SECOND RULE.

PB) (SIGH), JAKE, I THINK IT'S TIME FOR YOU TO
①
② ACTIVATE "PLAN C".

Action:

Timing:



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Sc. 10 cont

Pnl. G

Bg.

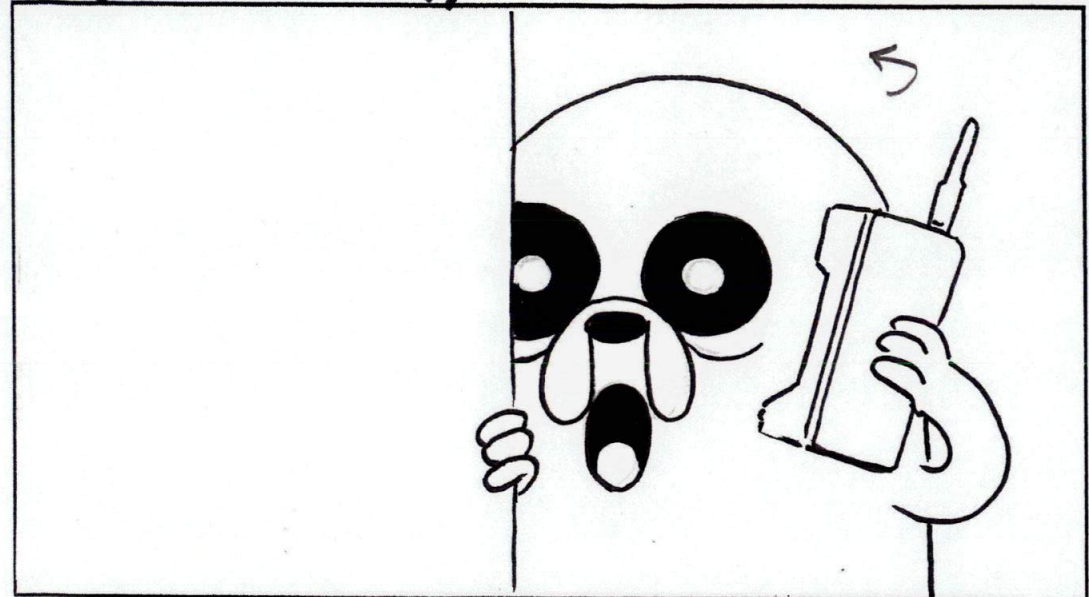
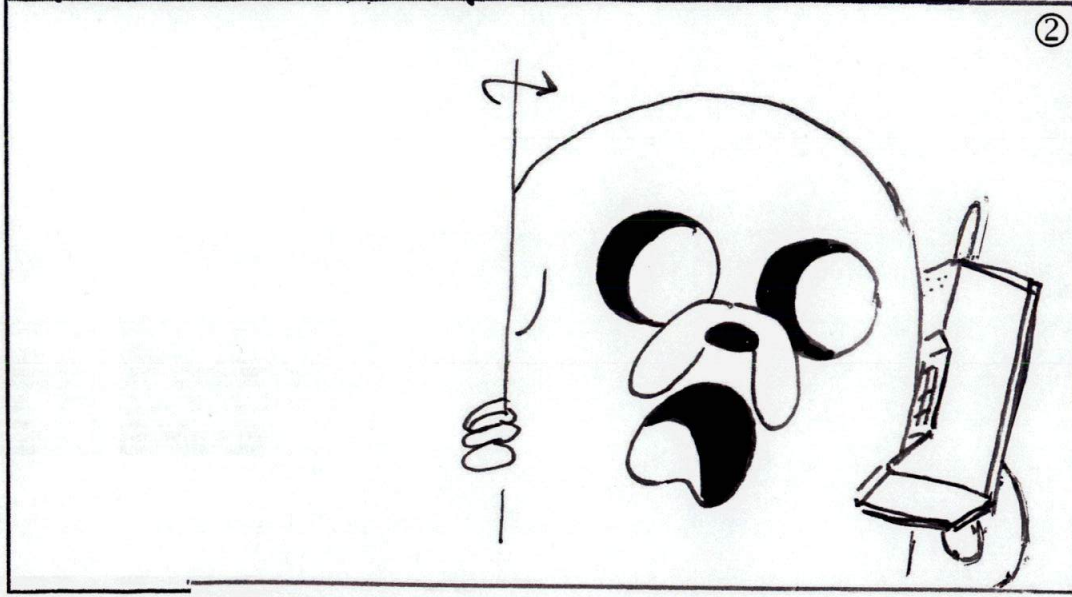
day night

Sc. 10 cont

Pnl. H

Bg.

day night



Dialog:	<u>J</u>) (GHASP!) PLAN C?!	<u>J</u>) ARE YOU SURE?
Action:		
Timing:		

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Sc. 11

Pnl. A

Bg.

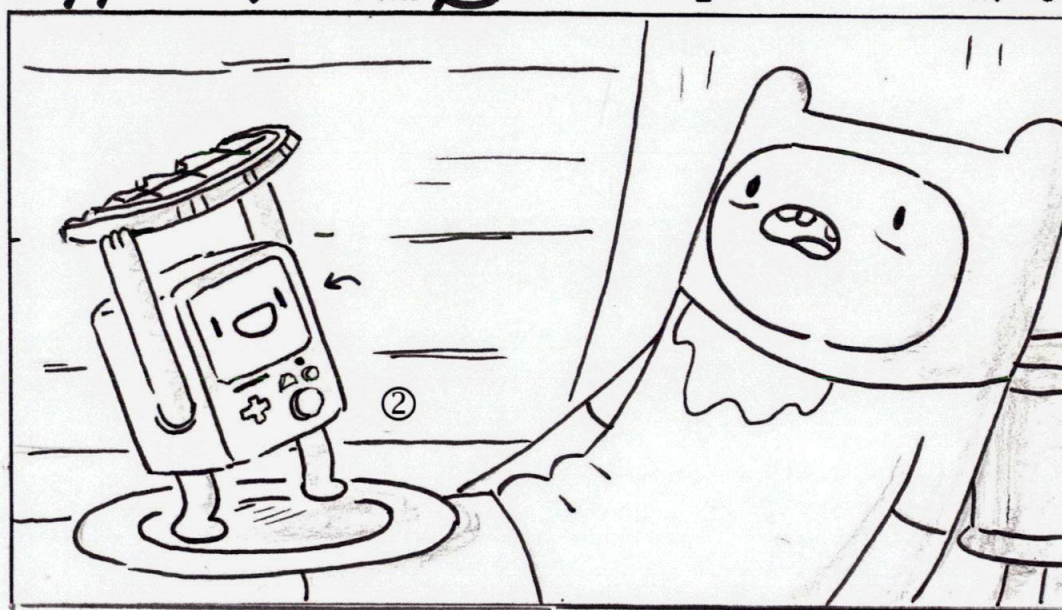
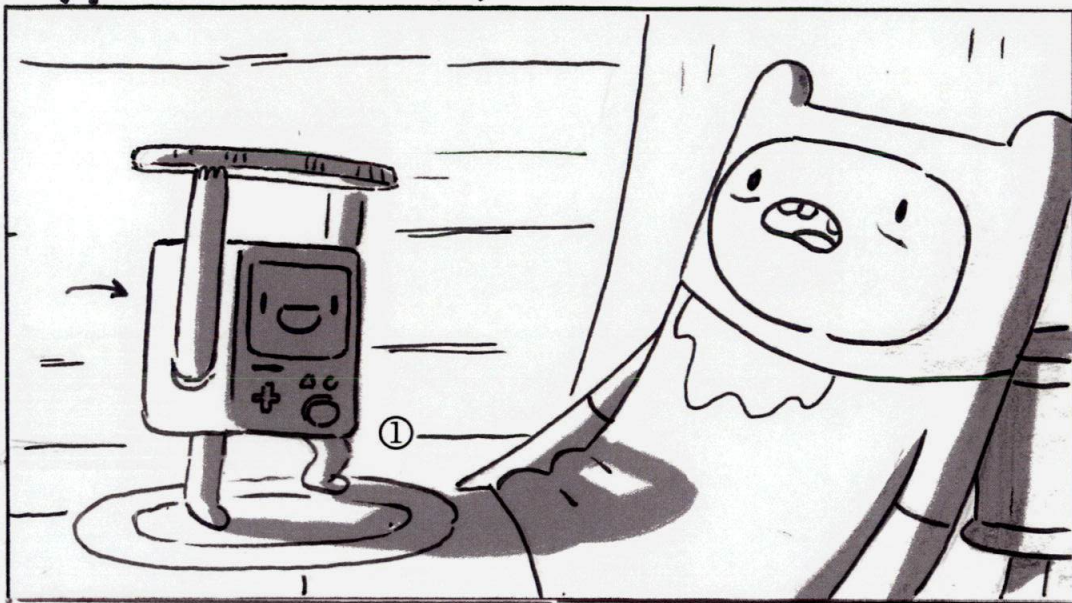
day night

Sc. 11 CONT

Pnl. B

Bg.

day night



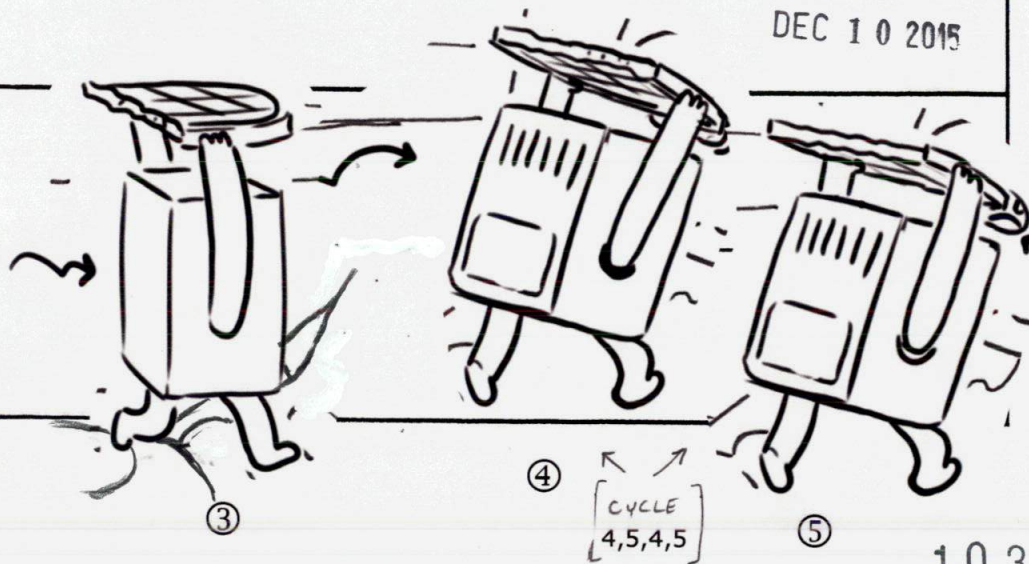
Dialog: PB/(O.S.)- YES, HE'S ALL JEFFERIED UP IN THE DOME PIECE.

PB ^(O/S) WE CAN'T LET IT SPREAD ANY FURTHER.

Action:

Timing:

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Sc. 12

Pnl. A

Bg.

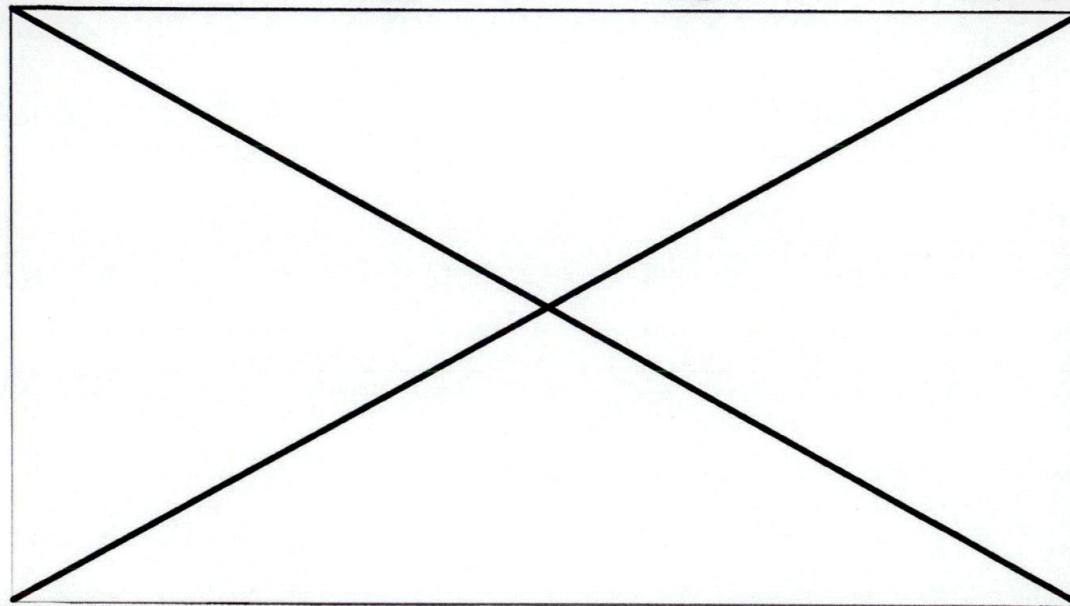
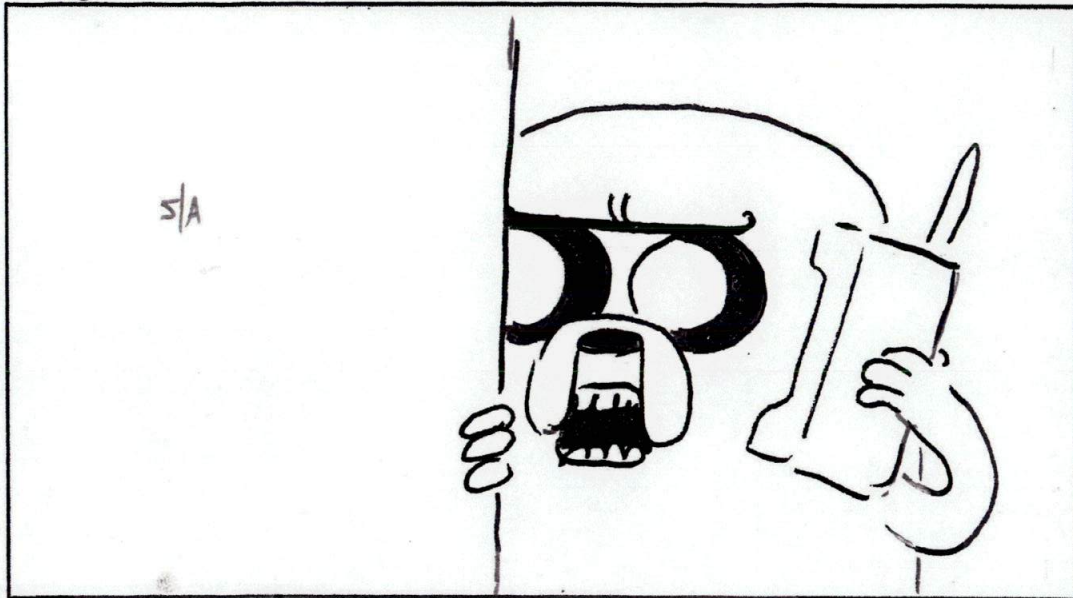
day night

Sc.

Pnl.

Bg.

day night

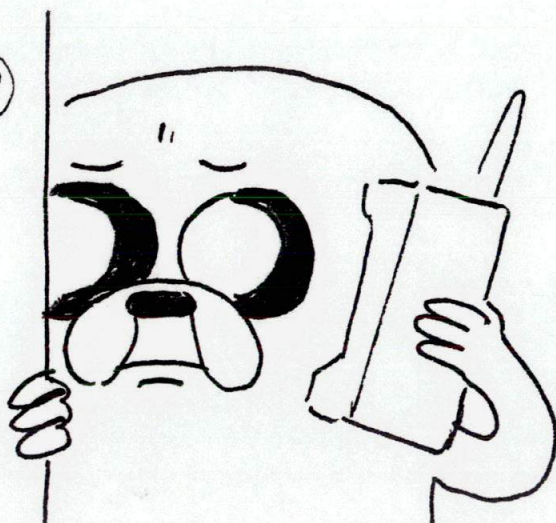


Dialog: J) YOU'RE RIGHT.

Action:

Timing:

(SP)



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day night

Sc. 13

Pnl. A

Bg.

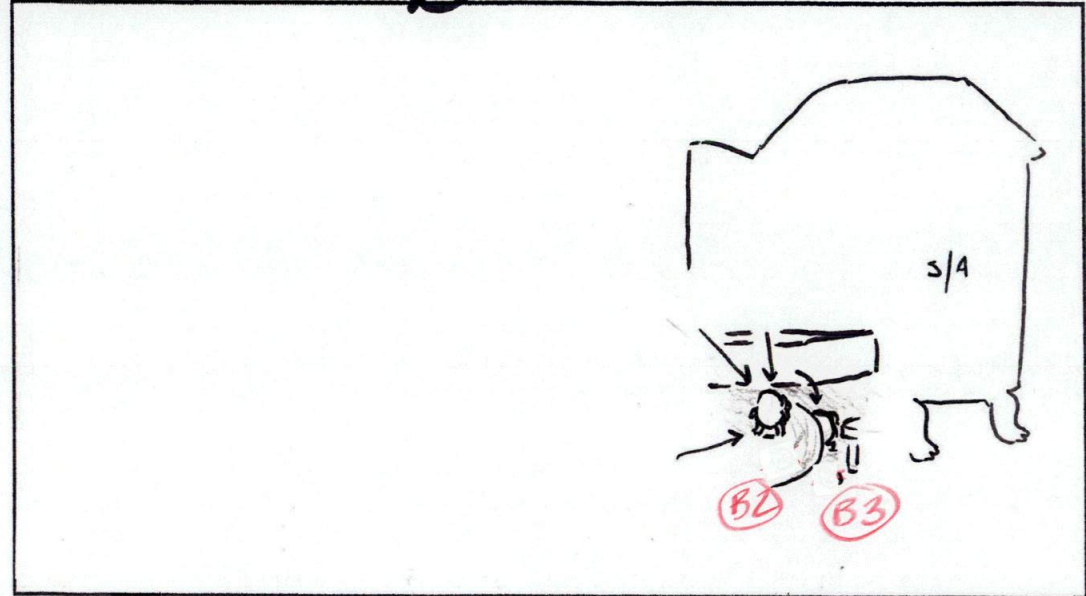
day night

Sc. 13 CONT

Pnl. B

Bg.

day night



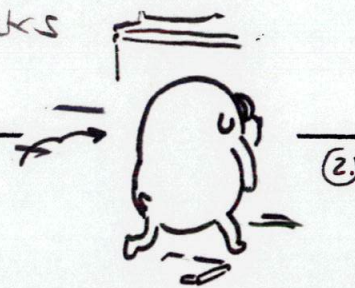
Dialog: J/ Plan C, activate!

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Action: - J. CLIMBS ON/5 AND WALKS TOWARDS BED.

[JAKE SHRINKS DOWN AND GOES UNDER HIS BED.]

Timing:



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Sc. **14**

Pril. **A**

Bg.

day night



Sc. **14 CONT**

Pril. **B**

Bg.

Page **18**
day night

TBA NEXT



Dialog:

Action:

Timing:

- CU OF HOLE IN BASEBOARD.

- J. WALKS ON/S LOOKING AROUND FURTIVELY.

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Sc. *14 cont* Pnl. *C*

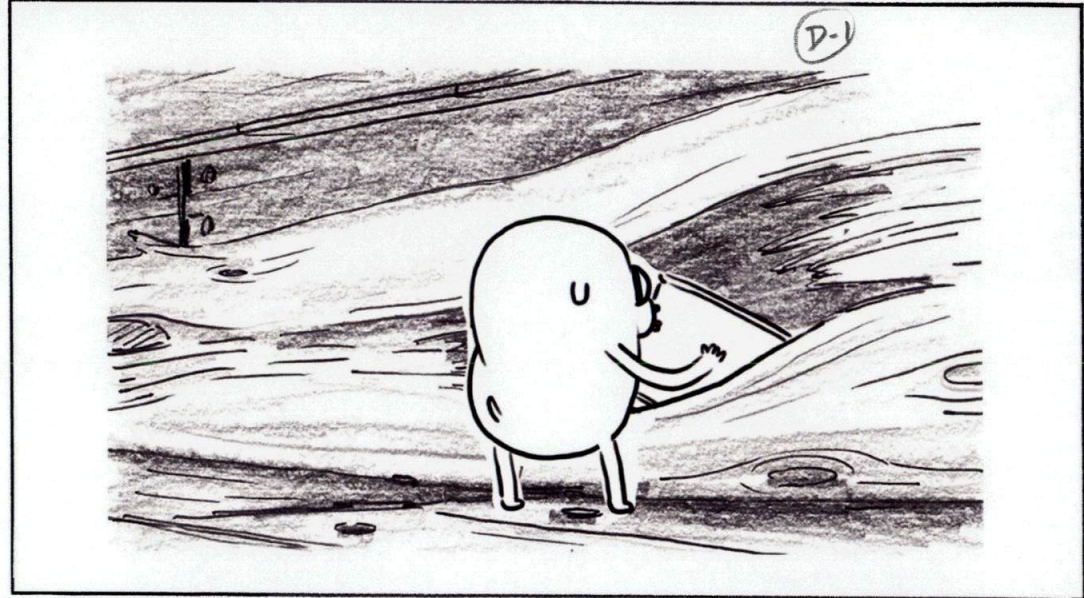
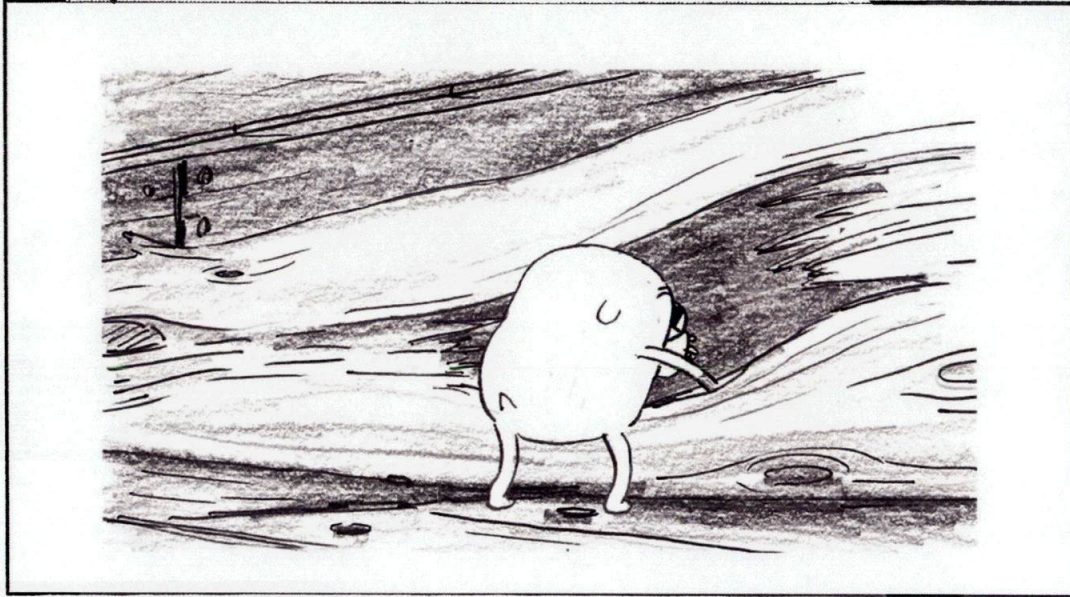
Bg.

day night

Sc. *14 cont* Pnl. *D*

Bg.

Page *18A*
19 NEXT
day night

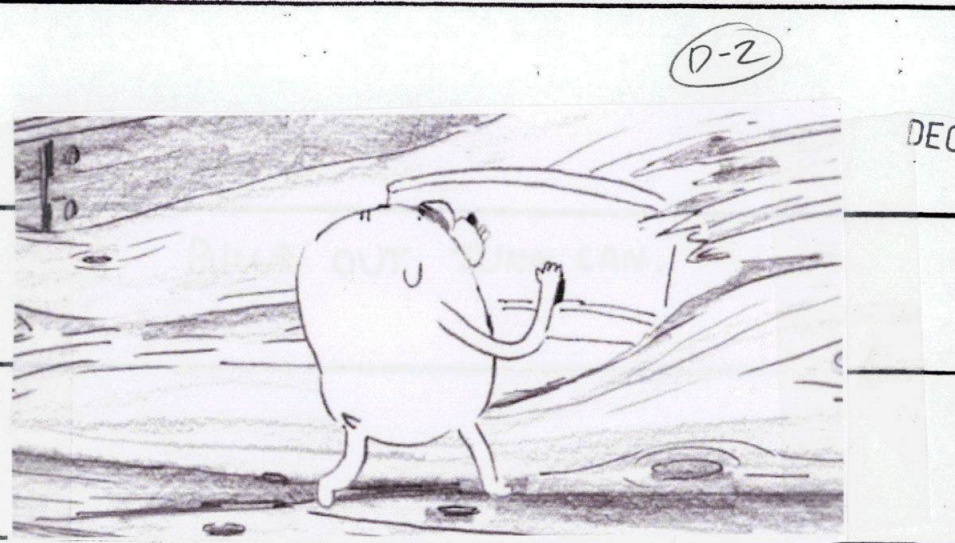


Dialog:

Action:

[*(J)* REACHES INTO HOLE IN WOOD]

Timing:



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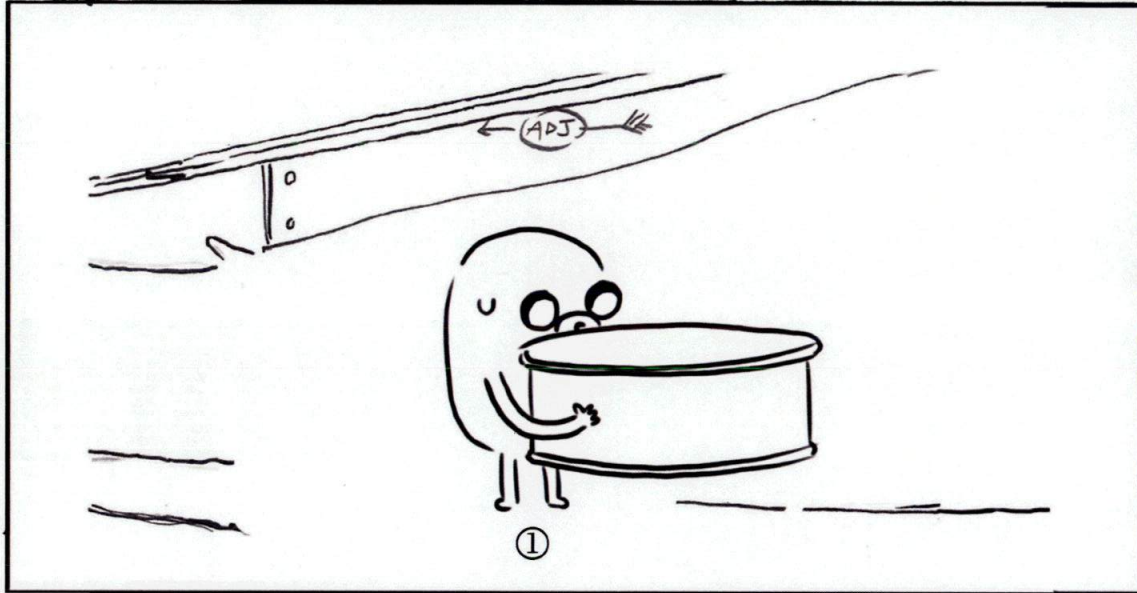
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Sc. 14 CONT

Pl. E

Bg.

day night



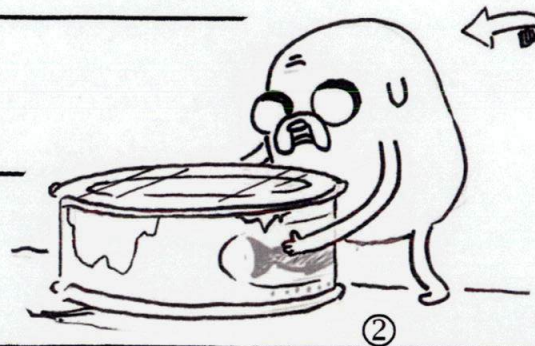
Dialog:

SFX: * CLUNK *

Action:

-J. SETS DOWN CAN,
-ADJ. W/ACTION

Timing:



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day night

Sc. 15

Pnl. A

Bg.

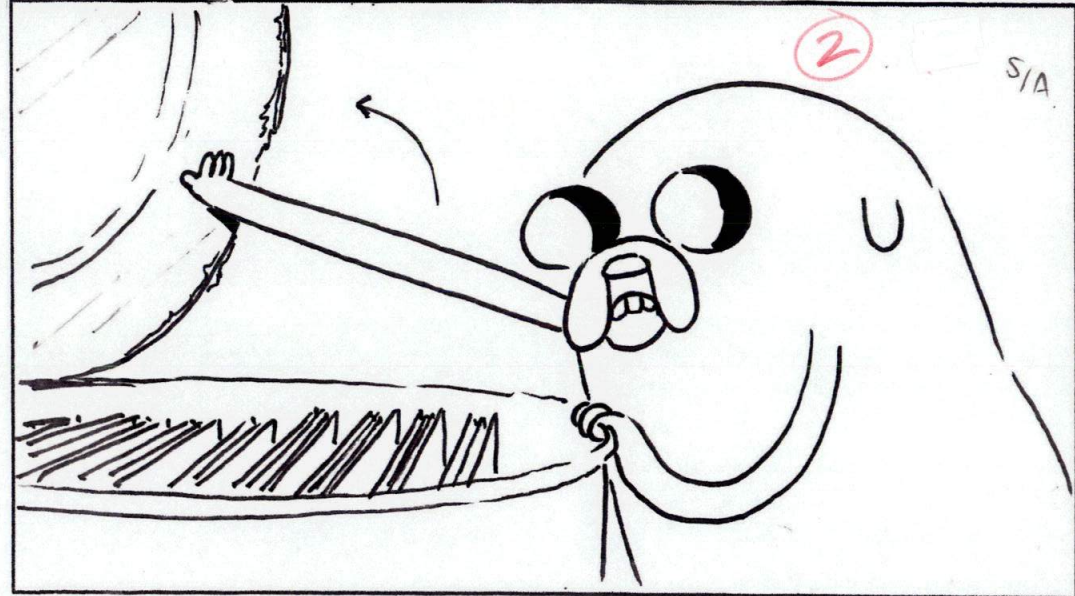
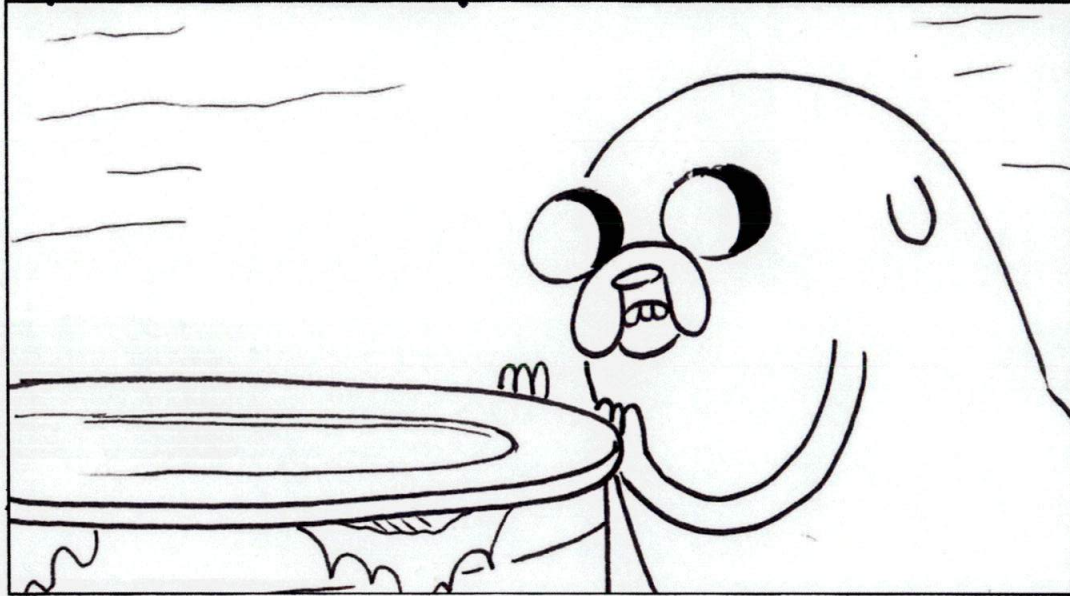
day night

Sc. 15 CONT

Pnl. B

Bg.

day night

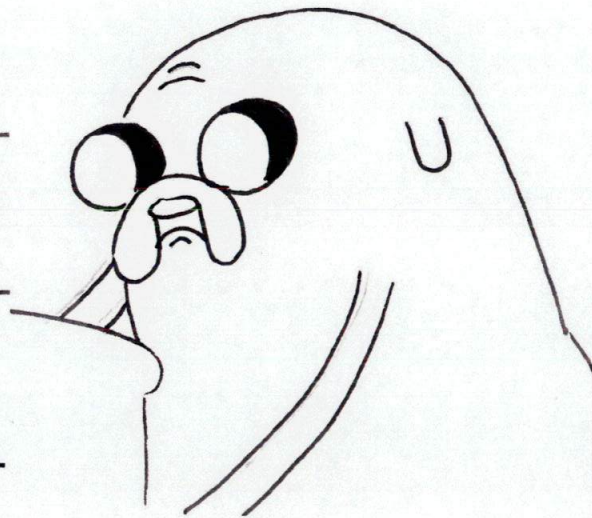


Dialog:

Action:

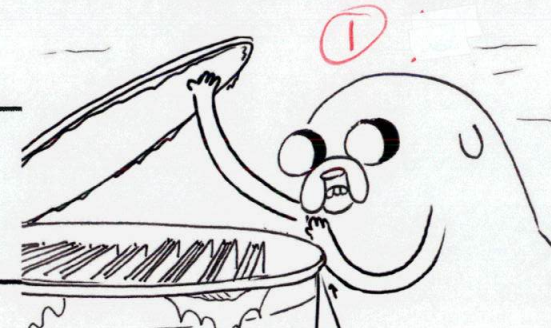
Timing:

(SP)



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-J. OPENS CAN TO REVEAL FILE FOLDERS IN TUNA WATER.



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Sc. 15 cont

Pnl. C

Bg.

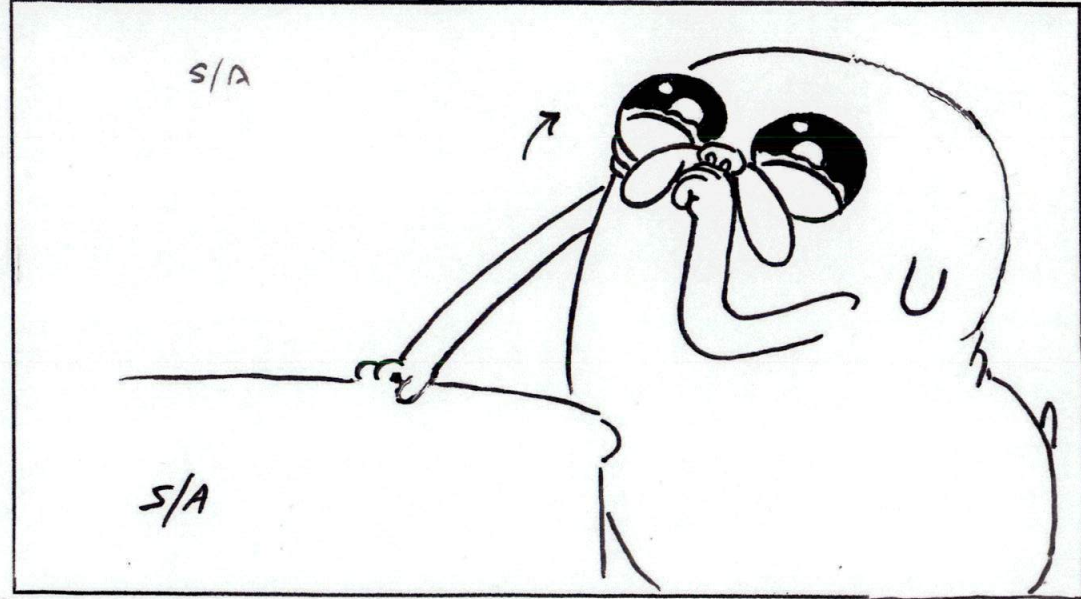
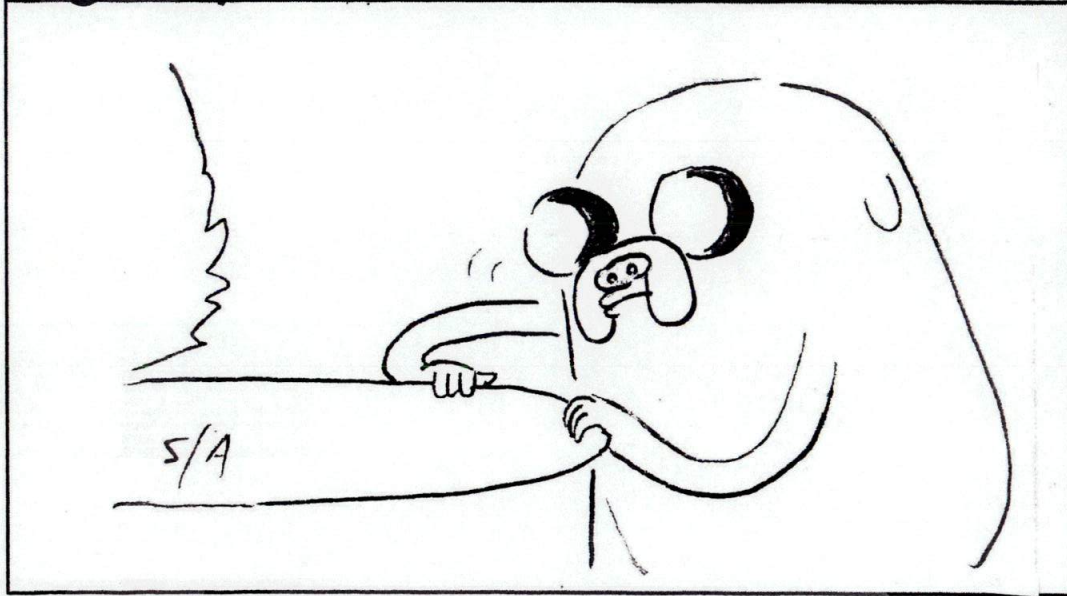
day night

Sc. 15 cont

Pnl. D

Bg.

day night



Dialog:

J) "SNIFF SNIFF"

J) GAG.

Action:

- J. RECOILS AT THE SMELL,
HIS EYES WATER.

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Pnl. E

Bg.

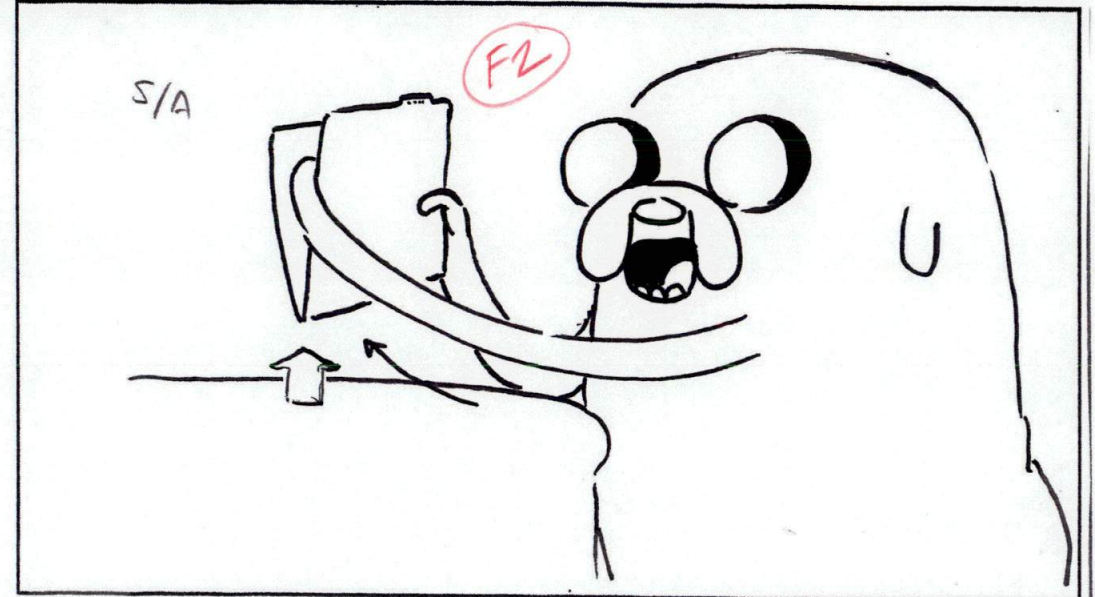
day night

Sc. 15 cont

Pnl. F

Bg.

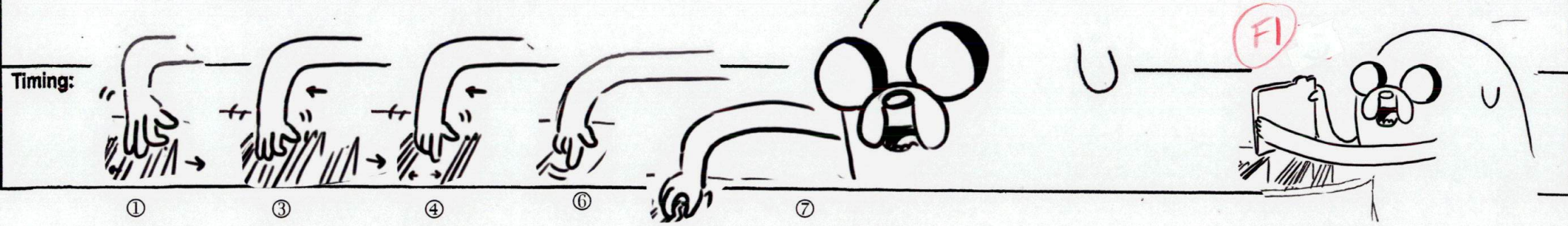
Page 28
day night



Dialog: J) PLANC, PLANC... J) AHA!

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Action: - J. RIFLES THROUGH FILES. - J. LIFTS OUT FILE FOLDER.



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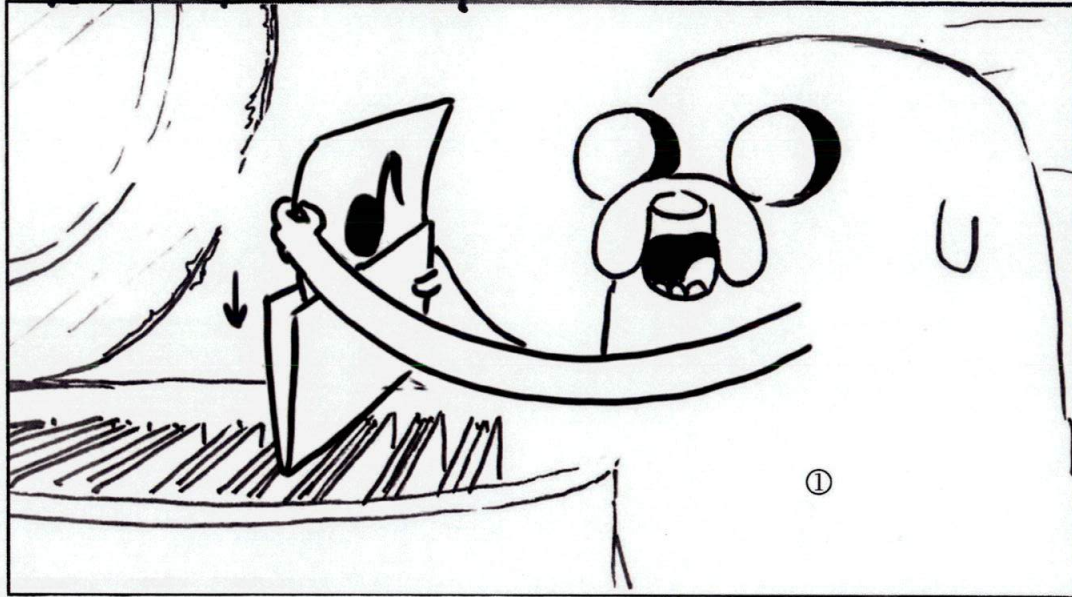
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Sc. **15 cont**

Pnl. **6**

Bg.

day night

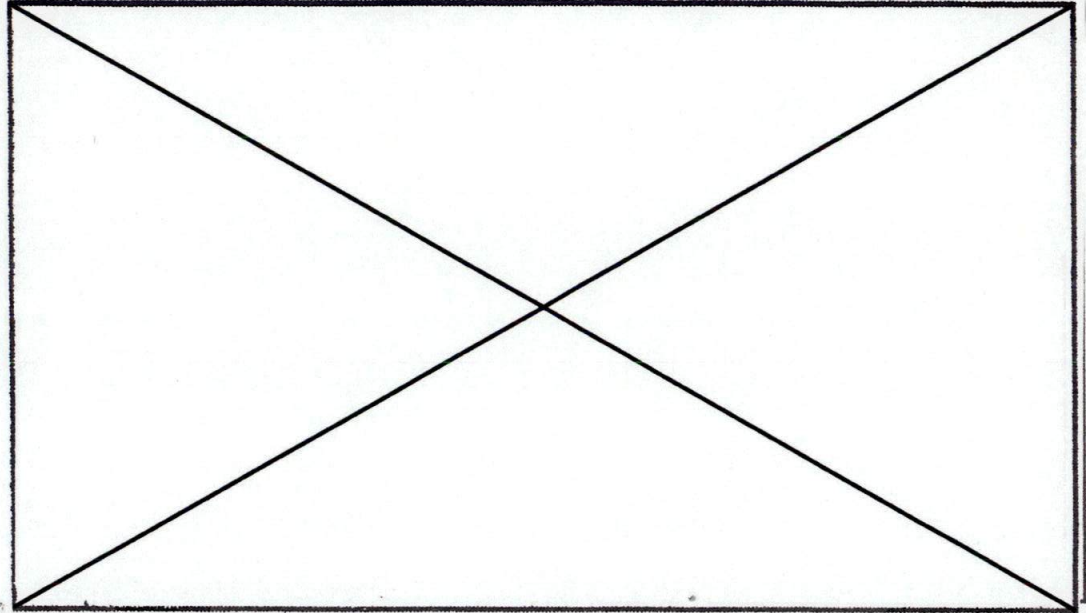


Sc.

Pnl.

Bg.

day night



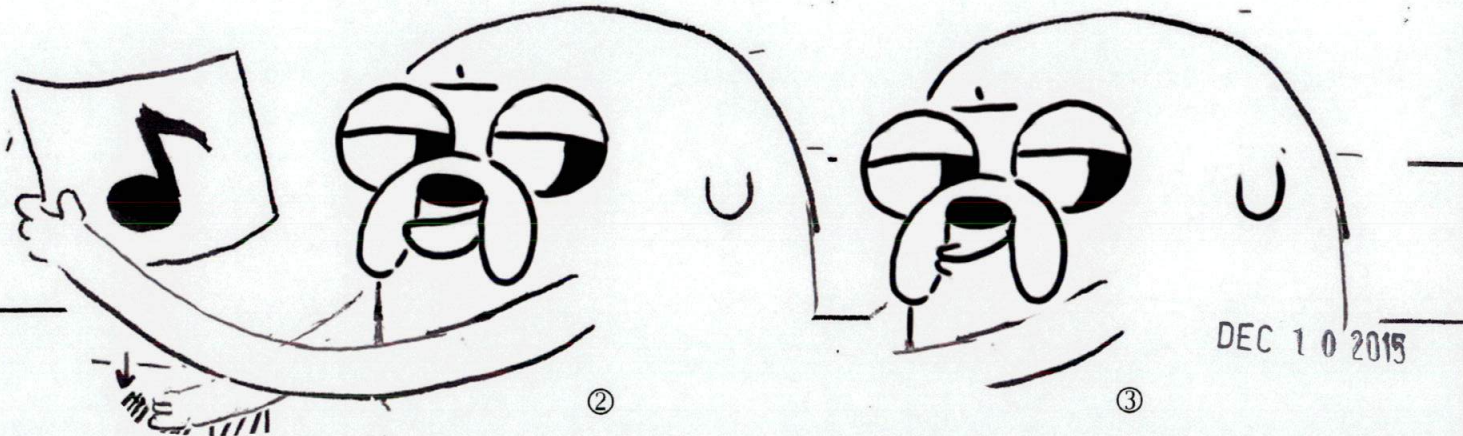
Dialog:

J/ Bingo. Hm.

Action:

- J. TAKES OUT SHEET of PAPER
AND PUTS FOLDER BACK.

Timing:



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day night

Sc. **17**

Pnl. **A**

Bg.

day night

Sc. **17 cont**

Pnl. **B**

Bg.

day night



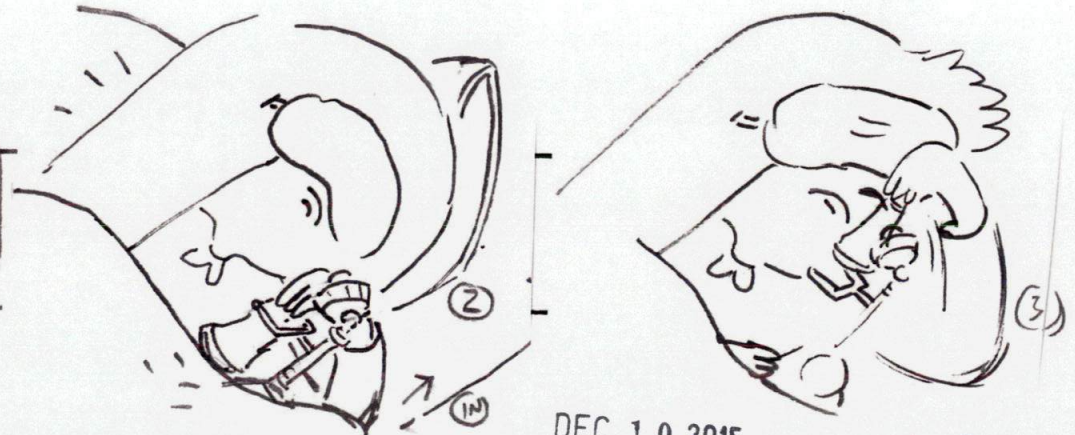
Dialog:

Action:

(SFX / PHONE RINGS)

Timing:

PB PULLS OUT
PHONE FROM
UNDER
COVER.



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ADVENTURE TIME



No scene 18

Page **25**
NO PG-26
 day night

Sc. **17 CONT**

Pnl. **C**

Bg.

day night

Sc. **17 CONT.**

Pnl.

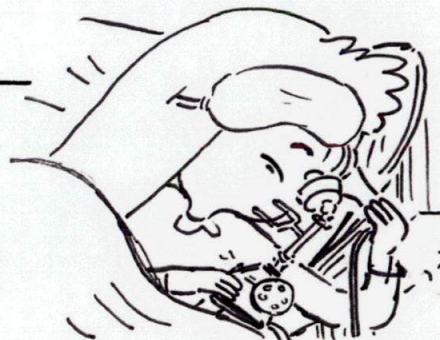
Bg.



Dialog: **PB/ HELLO? J) (O/S) WHAT'S PLAN C AGAIN?**
SOMETHIN' ABOUT MUSIC.

Action: **-PB ANSWERS PHONE.**

Timing:



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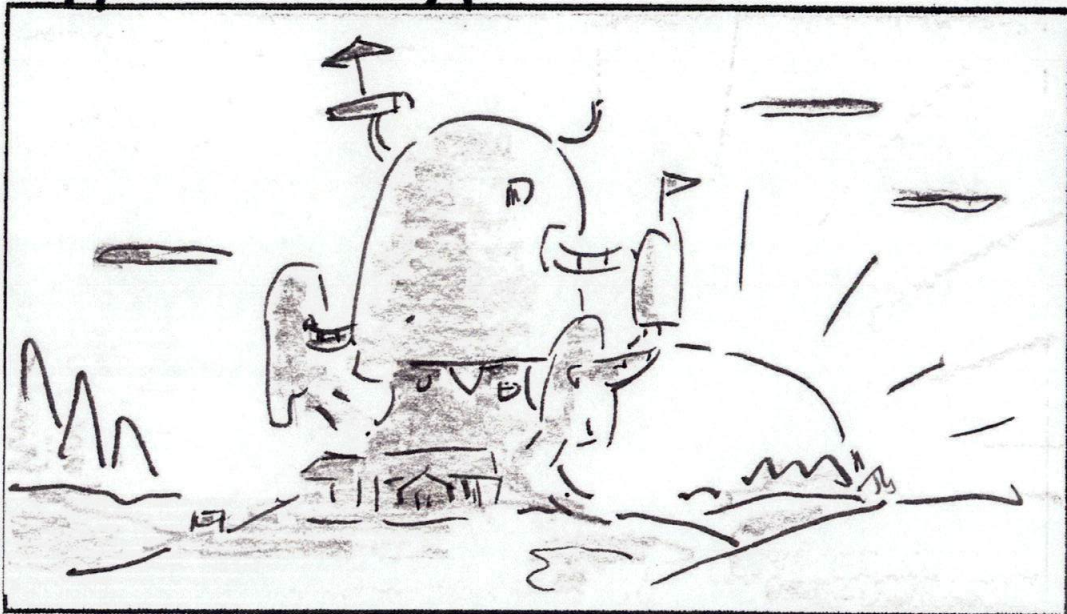


Sc. 19

Pnl. A

Bg.

day night

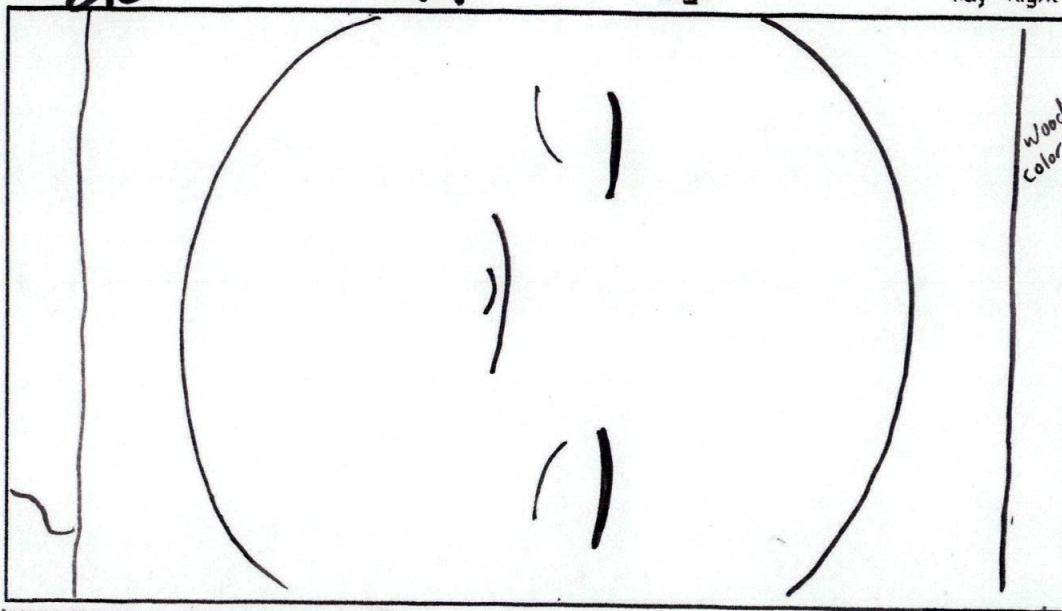


Sc. 20

Pnl. A

Bg.

Page 27
day night



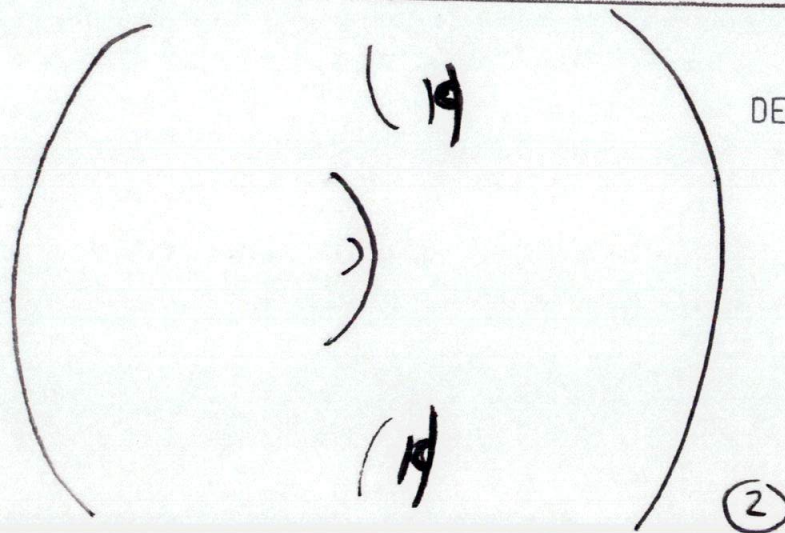
Dialog:

Action:

Timing:

[morning tree house
EXT.]

—
—



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ADVENTURE TIME



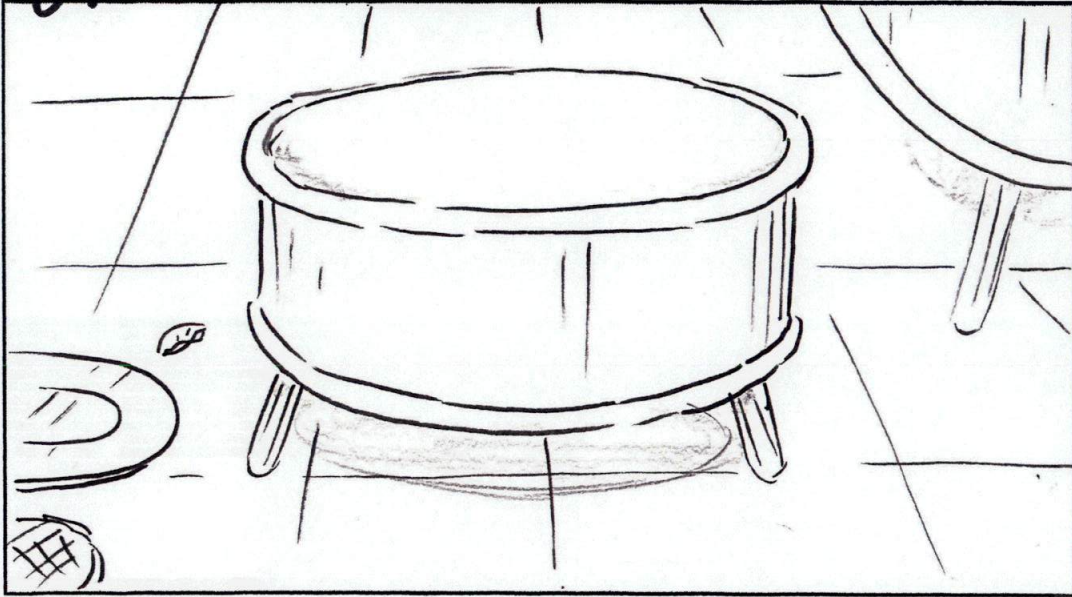
Page **28**

Sc. **21**

Pnl. **A**

Bg.

day night

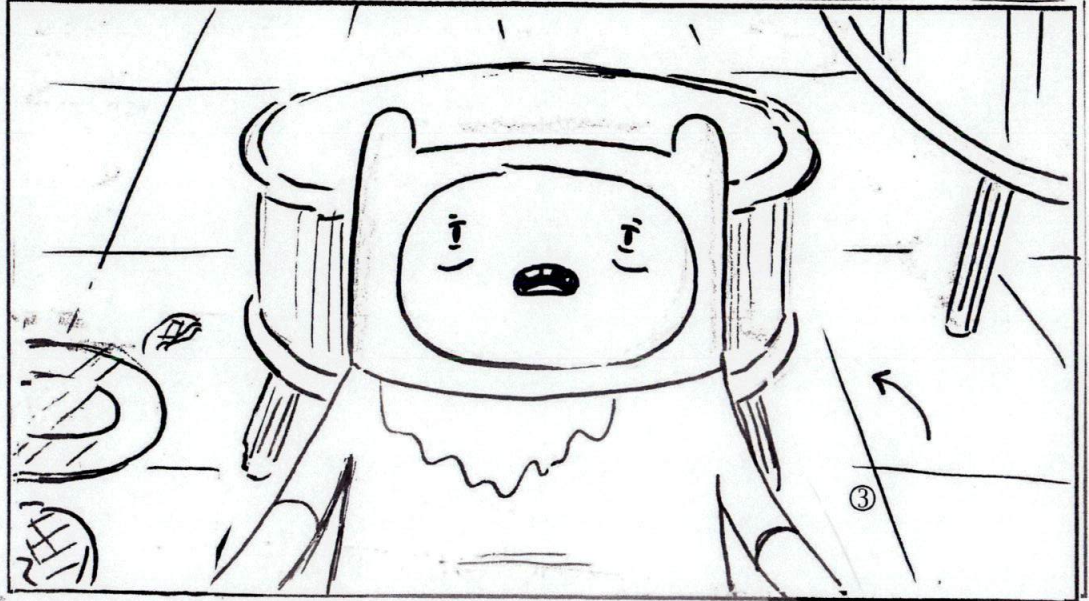


Sc. **21 cont**

Pnl. **B**

Bg.

day night



Dialog:

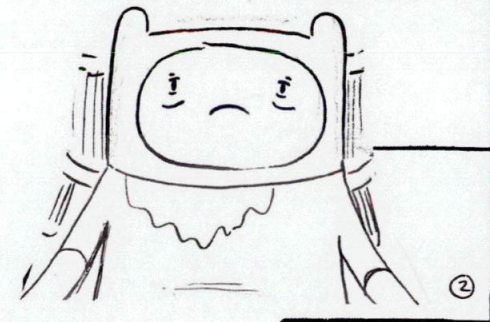
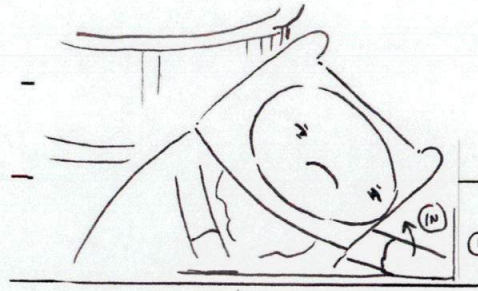
Action:

Timing:

- FINN SITS UP
ON/S AND
RESUMES STARING
AT THE SWORD.

(F) [SIGH]

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ADVENTURE TIME



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Sc. **22**

Pnl. A

Bg.

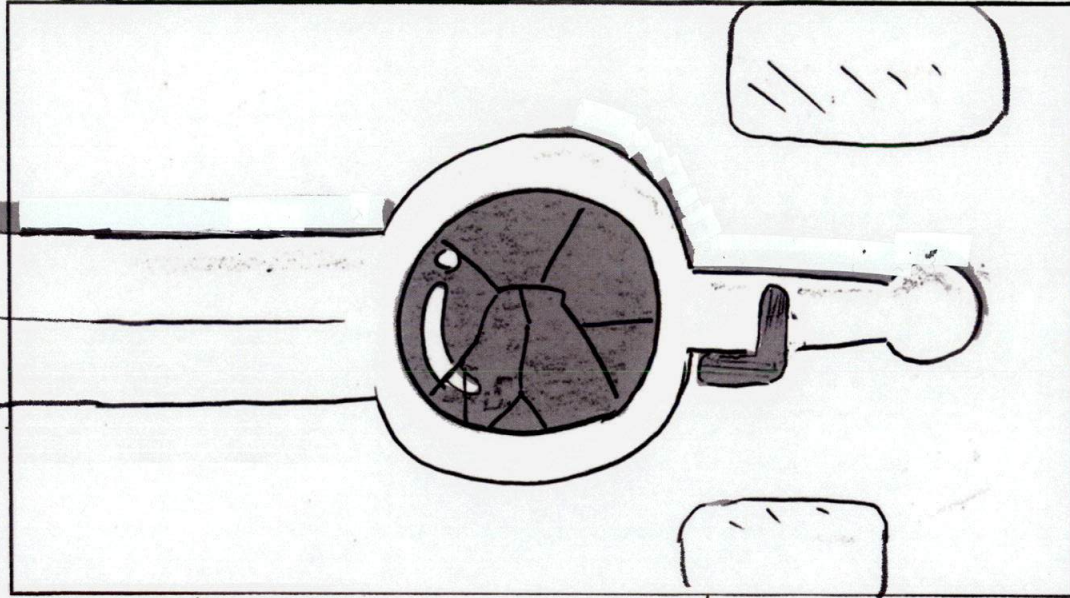
day night

Sc. **23**

Pnl. **A**

Bg.

day night



Dialog:

F) O.S.) - POOR FINN SWORD...

F) I'M SORRY MA --

(INTERRUPTED)

Action:

THE SONG "CONSTANT PAIN" IS HEARD
STARTING AT 10 SECONDS IN. (0:10)

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Timing:

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Sc. **23 CONT** Pnl. **B**

Bg.

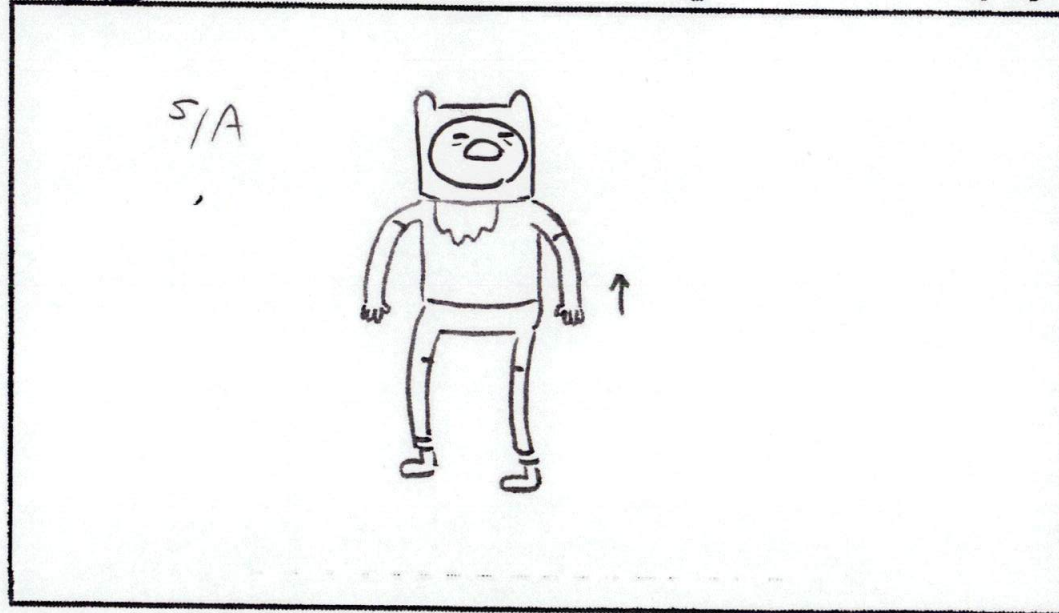
day night



Sc. **23 CONT** Pnl. **C**

Bg.

Page **30**
day night



Dialon:

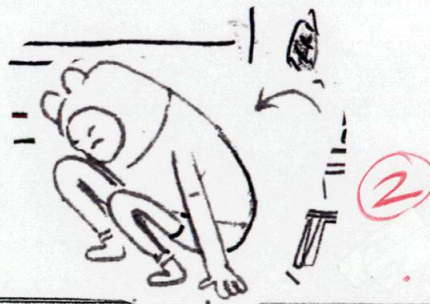
F) WHAT THE HECK IS THAT?

SFX: * MUSIC CONTINUES

F) ITS GONNA DISTRACT ME FROM MY
SWORD STARING ... *

A

Tip



- F. RISES TO HIS FEET,

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Production :

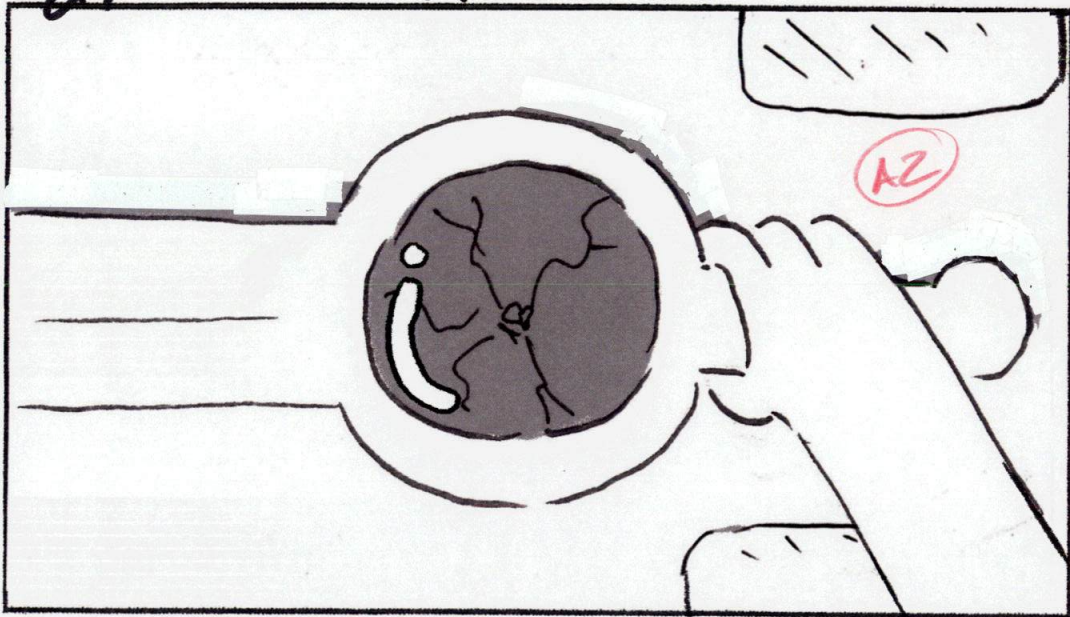


Sc **24**

Pnl. **A**

Bg.

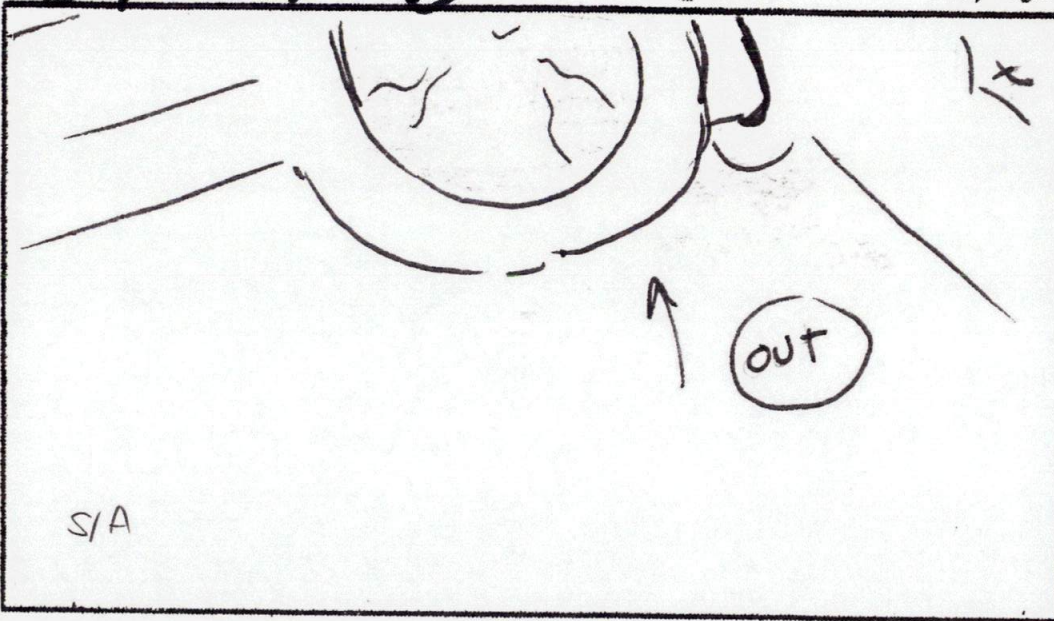
day night



Sc **24 CONT** Pnl. **B**

Bg.

day night



Dialog:

SFX: * MUSIC CONTINUES *

Action:

- F. REACHES ON/S TO GRAB SWORD.

Timing:



- F. LIFTS SWORD OFF/S.

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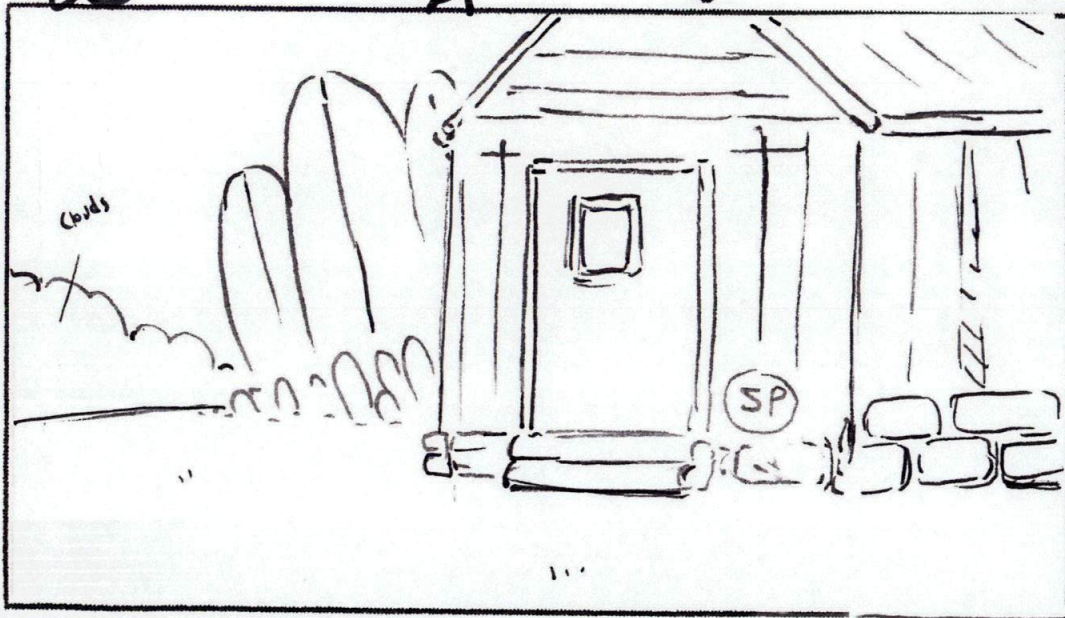


Sc. 25

Pnl. A

Bg.

day night

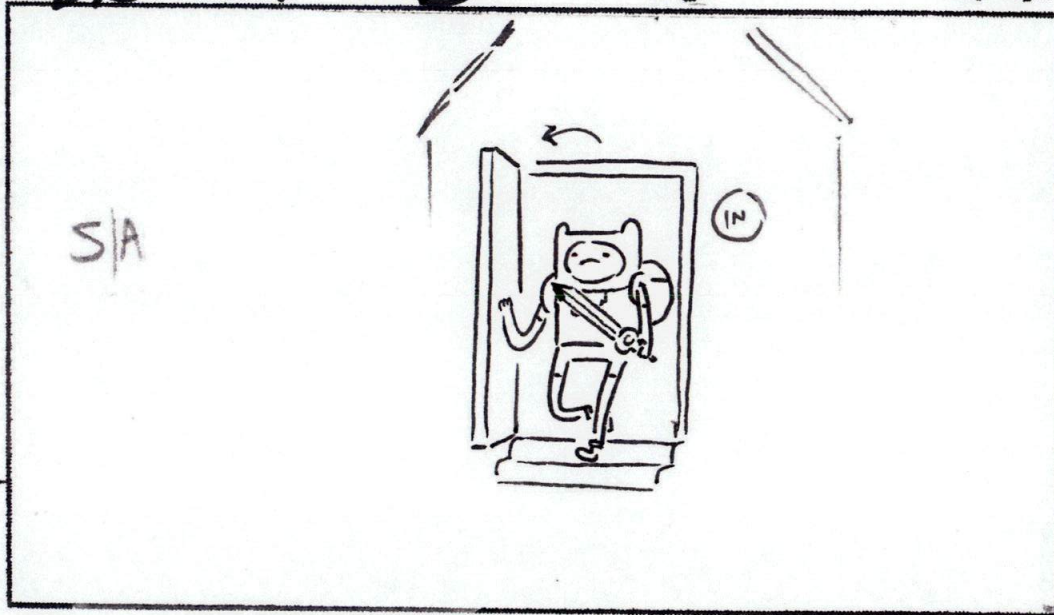


Sc. 25 cont

Pnl. B

Bg.

day night



Dialog:

SFX: * MUSIC CONTINUES *

Action:

- F. WALKS OUT OF DOOR,

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Timing:

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Sc. 25 cont Pnl. C

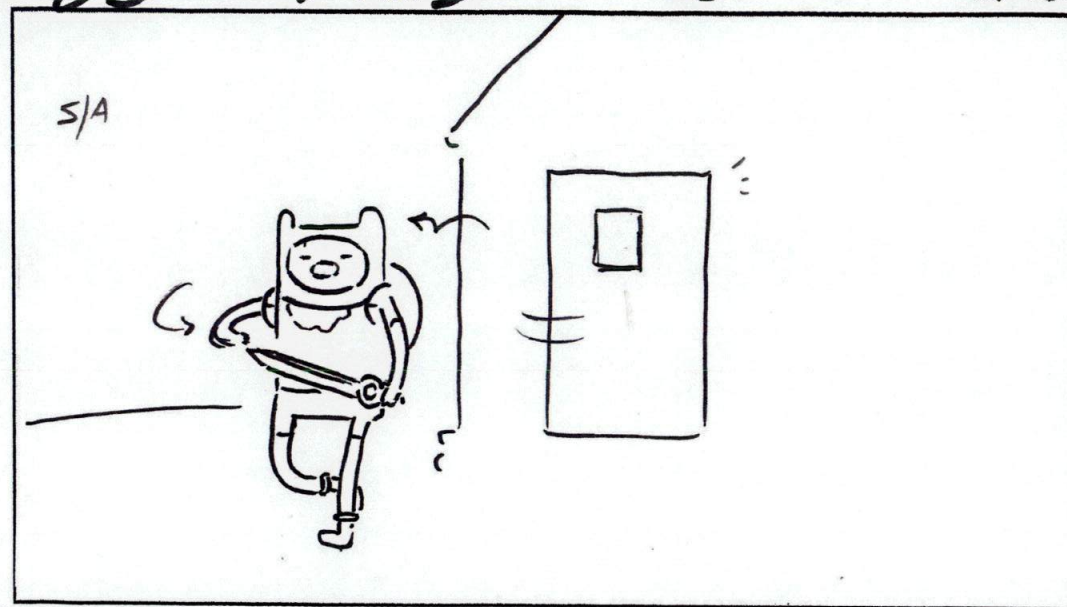
Bg.

day night

Sc. 25 cont Pnl. D

Bg.

day night



Dialog:

F) BETTER TRACK DOWN THE SOURCE AND KILL IT.

SFX: * MUSIC CONTINUES *

Action:

(F) SHUTS DOOR BEHIND HIM.)

Timing:

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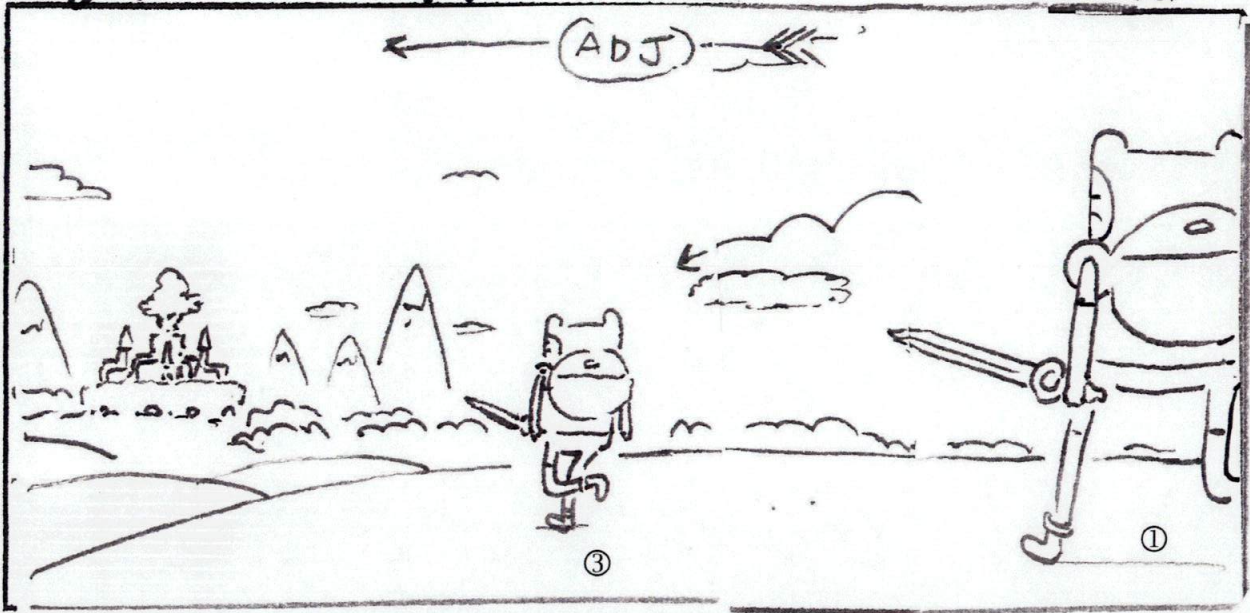
Sc. 26

Pl. A

Bg.

day night

Sc.



Dialog:

STOP

START

SFX: * MUSIC CONTINUES *

Action:

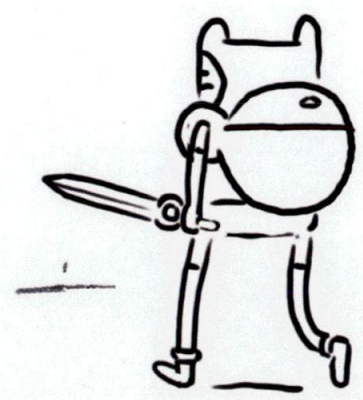
- F. WALKS TOWARDS CANDY KINGDOM,

- ADJ. LEFT

Timing:

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A



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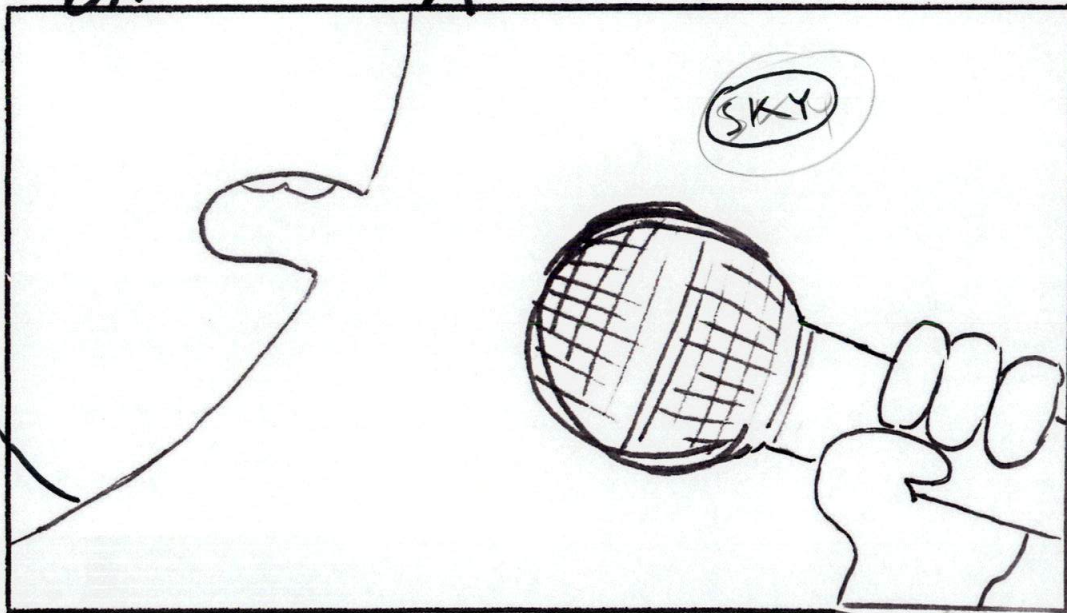


Sc. 27

Pnl. A

Bg.

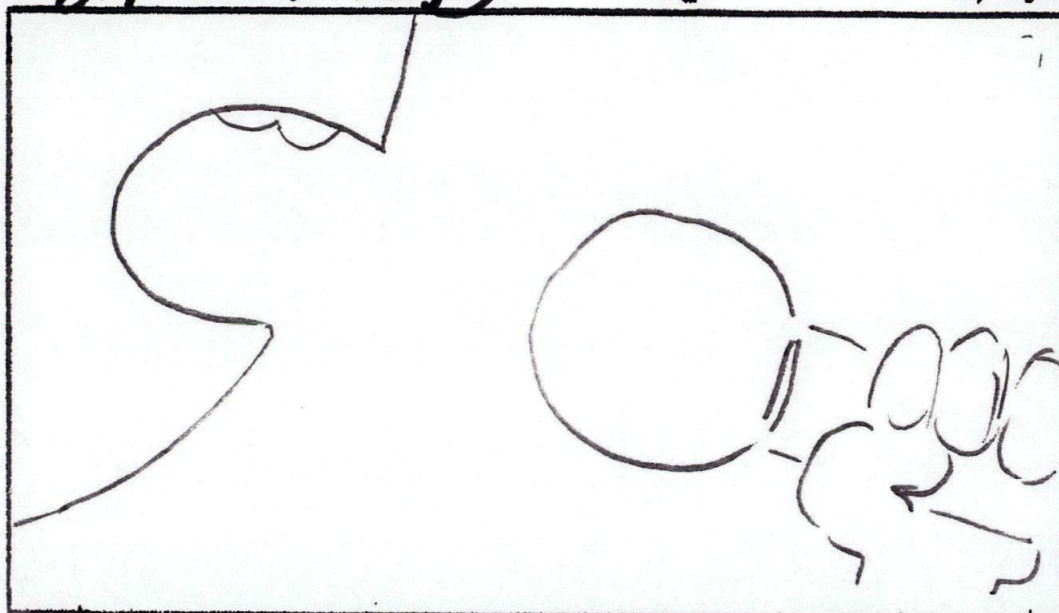
day night



Sc. 27 cont Pnl. B

Bg.

day night



Dialog:

SUSAN STRONG : I I'M GONNA -- SS)(CONT'D)- FL Y Y Y ♪

Action:

Timing:

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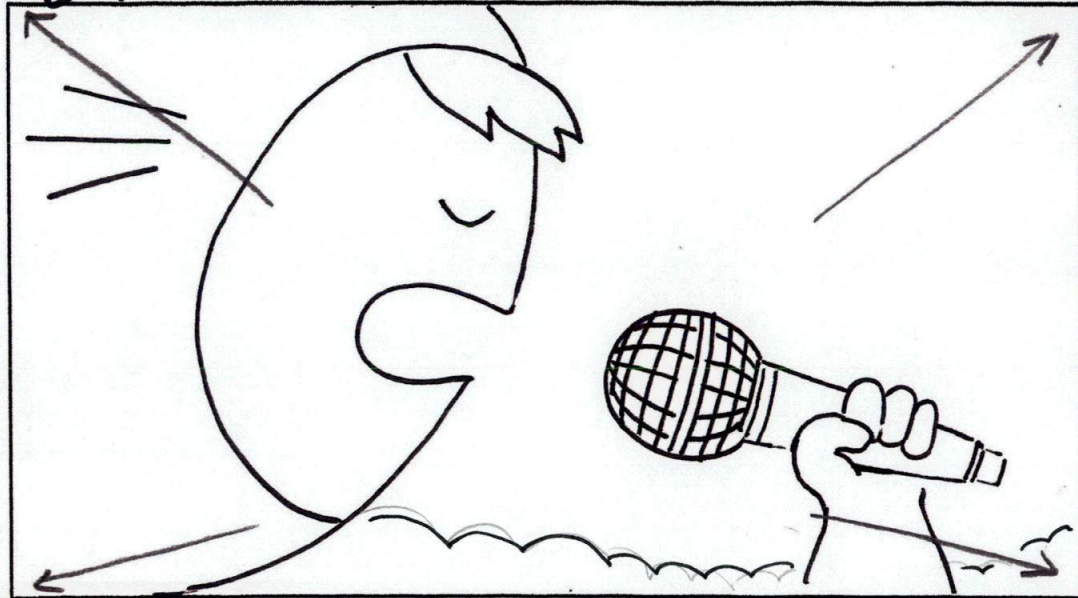
ADVENTURE TIME



Sc. **27 cont** Pnl. **C**

Bg.

day night



Sc. **28**

Pnl. **A**

Bg.

Page **36**
day night



steps

Dialog:

SS) ^ FLY LIKE AN ~~~~~> EEEA --

Action:

[SLOW TRUCK OUT]

- SUSAN ONSTAGE.
- CELINA + SALLY BACKUP DANCERS.

Timing:

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Sc. 28 cont Pnl. B

Bg.

day night

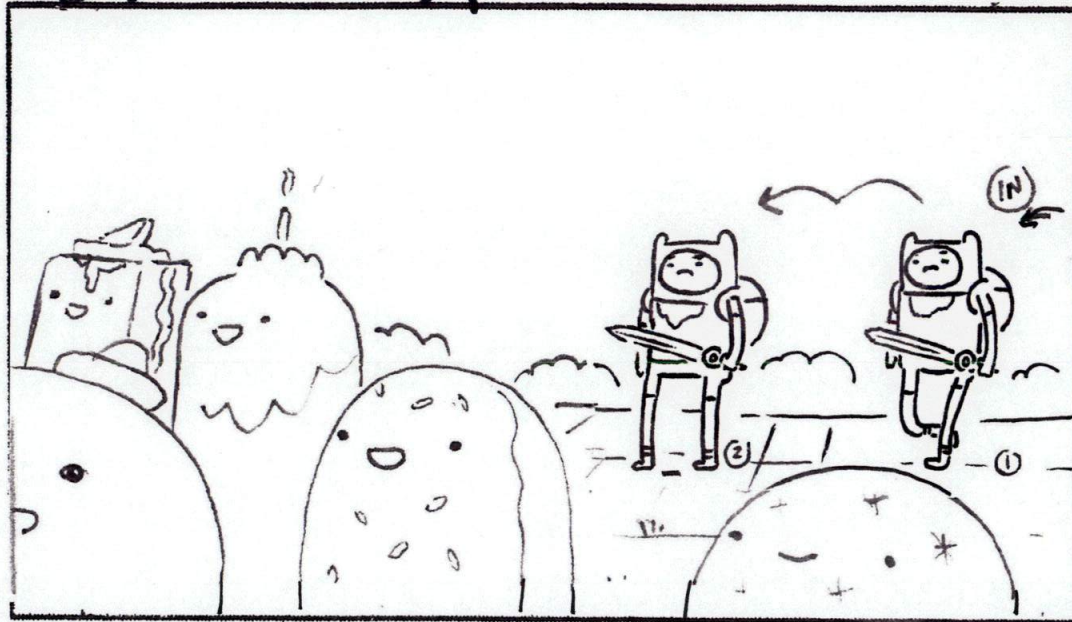


Sc. 29

Pnl. A

Bg.

day night



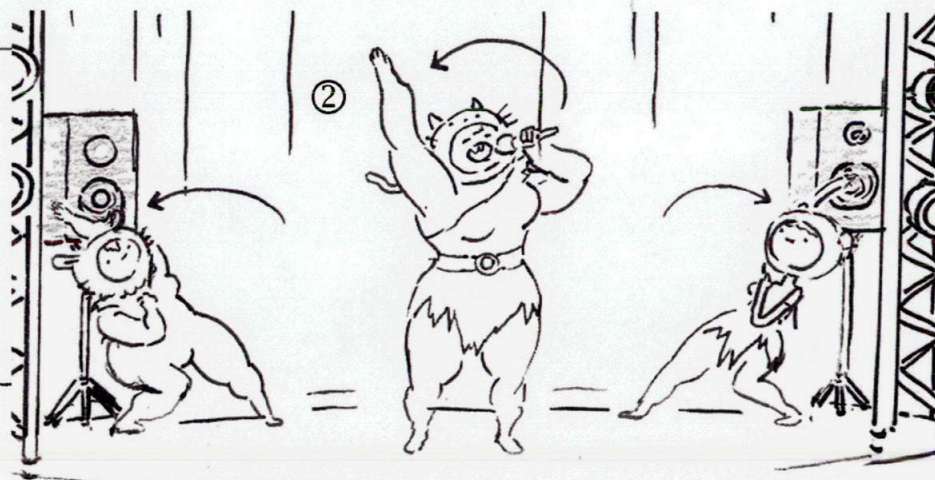
Dialog:

SS) (CONT'D) GUUUUUUU. ♪

SS) WITH THE POWER OF MY SELF. ♪
(O.S.)

Actic

Timing:



- F. WALKS ON/S BEHIND CROWD OF
CANDY PEOPLE.

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- ANIMATE THROUGH POSE ① to ②

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ADVENTURE TIME



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Sc. 30

Pnl. A

Bg.

day night

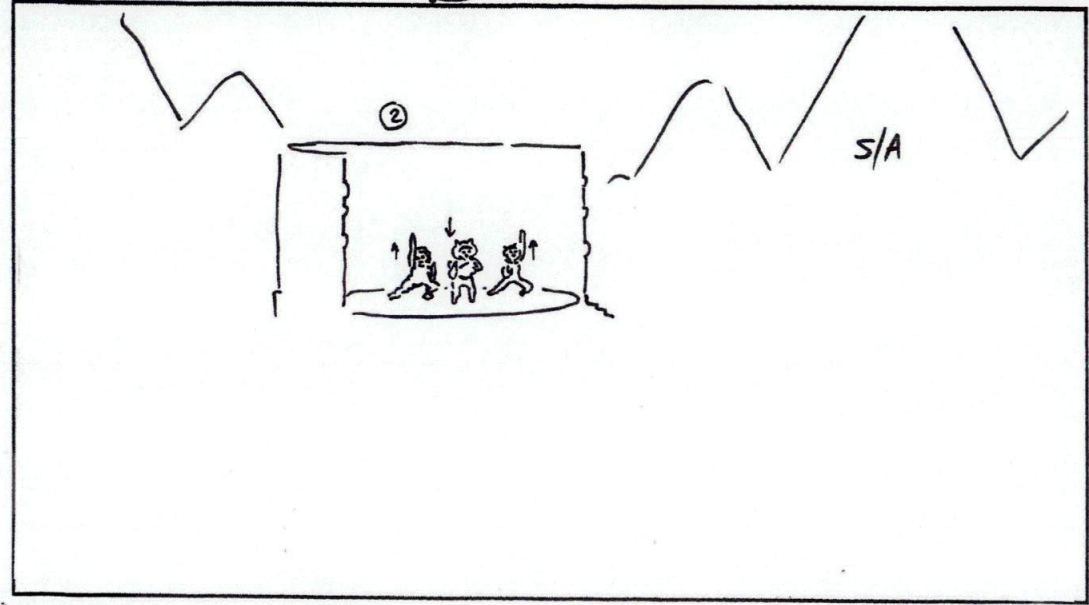


Sc. 30 cont

Pnl. B

Bg.

day night



Dialog: SS) ① CON - STANT ②

SS) ① PAIN

Action: - BIG STAGE/ MUSIC FESTIVAL SET
UP NEAR THE COTTON CANDY WOODS.

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Timing:

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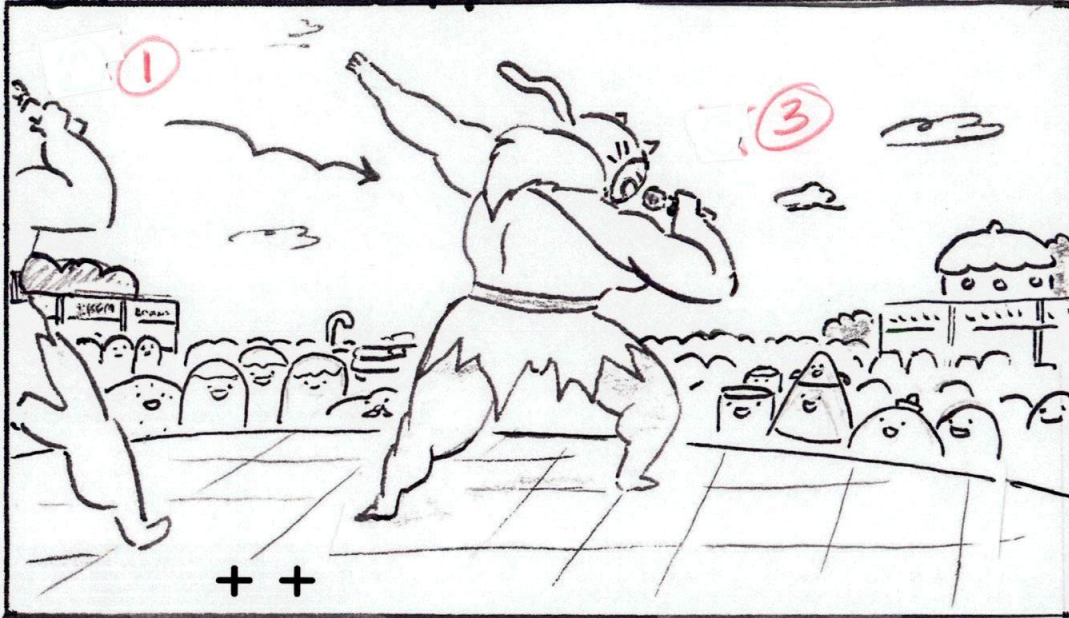


Sc. 31

Pnl. A

Bg.

day night



Sc. 32

Pnl. A

Bg.

day night



Dialog:

SS) I'M GONNA CLIMB...

SS: (O/S) EVERY MOUNTAIN.

Action:

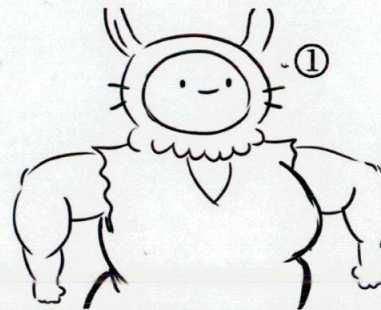
- SUSAN STRUTS ON/S.

- SALLY MIMES LOOKING OUT OVER MOUNTAIN.

Timing:



++



CYCLE: ①, ②, ③, ④, ③, ②
EVEN/SMOOTH TIMING

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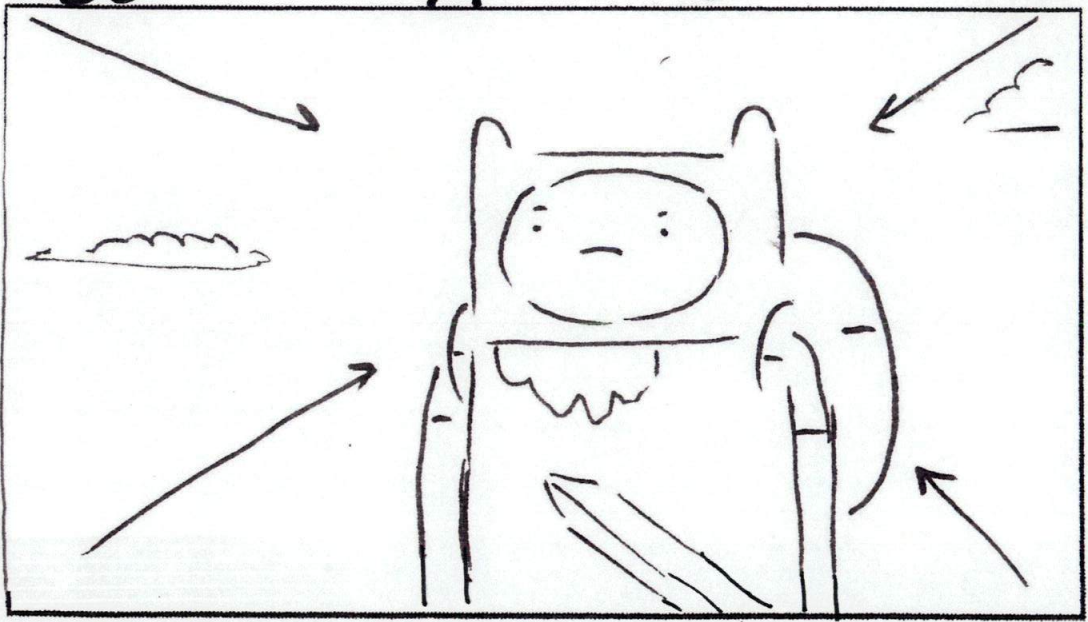


Sc. **33**

Pnl. **A**

Bg.

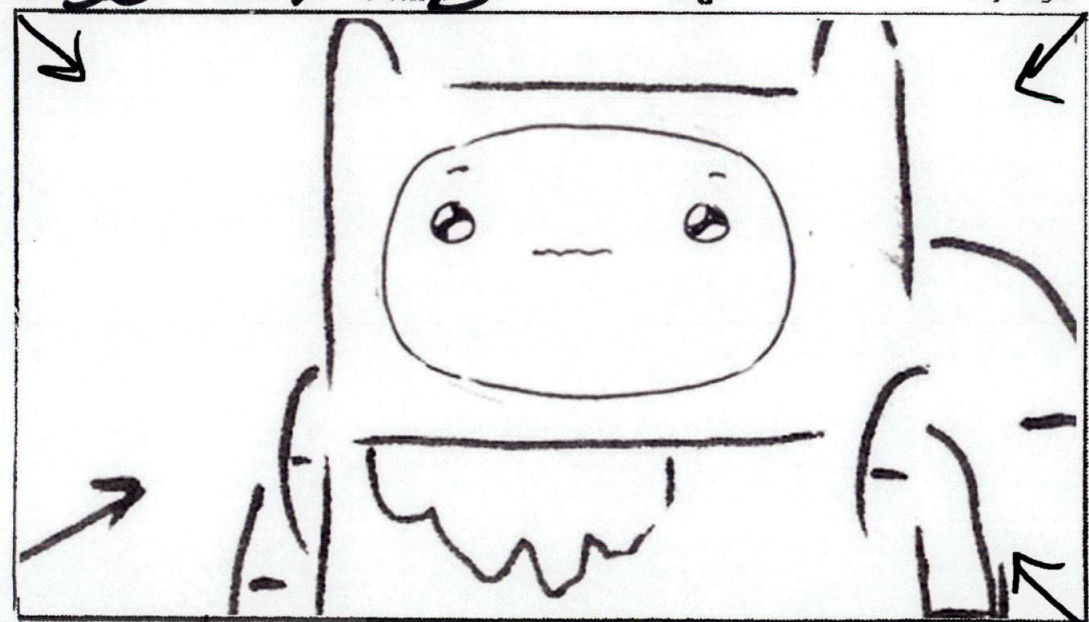
day night



Sc. **33 cont** Pnl. **B**

Bg.

day night



Page **40**

Dialog:	
SS) GET THE DUST OFF MYSELF. ✓	
Action:	- TRUCK IN ON FINN.
	- TRUCK IN ON FINN cont. [LIP QUIVER] DEC 10 2015
Timing:	

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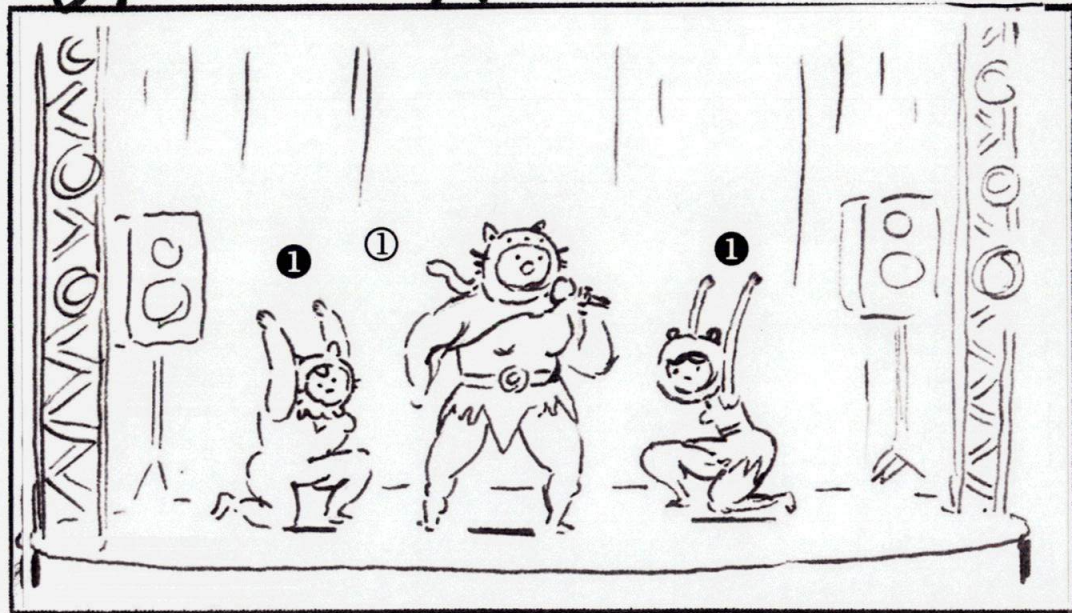


Sc. **34**

Pnl. **A**

Bg.

day night



Dialou:

Action:

Timing:

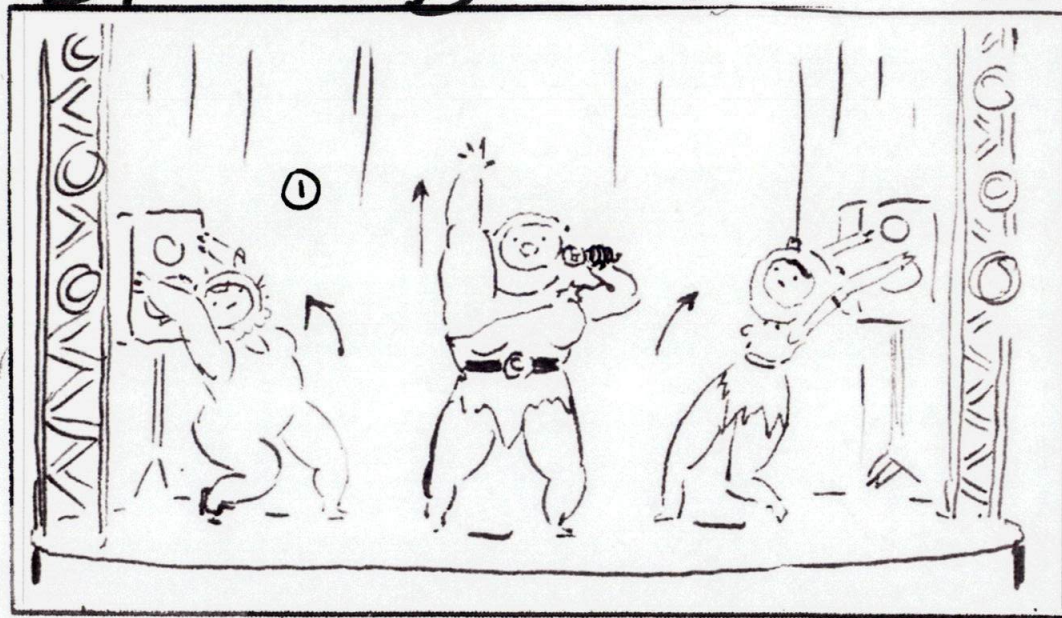


Sc. **34 cont**

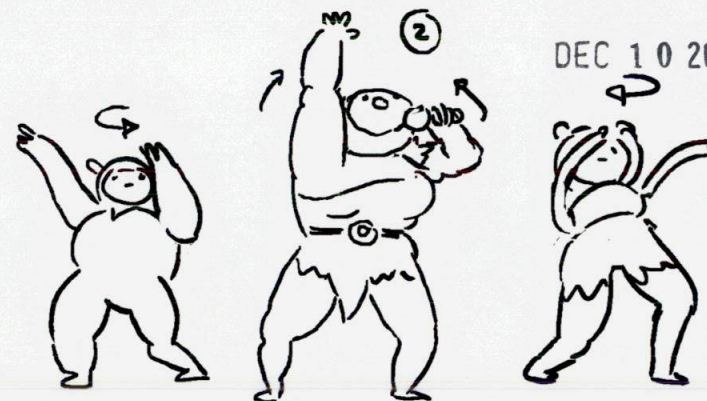
Pnl. **B**

Bg.

day night



SS) ^ ooooo ^



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Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
34 cont	C			

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Dialog:

Timing:

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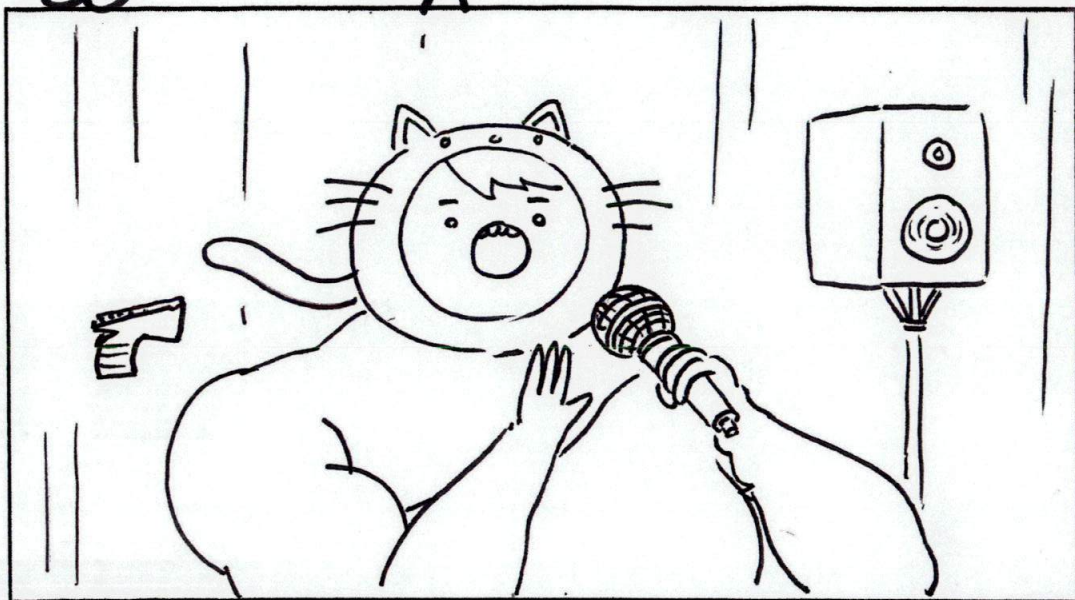
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Sc. **35**

Pnl. **A**

Bg.

day night

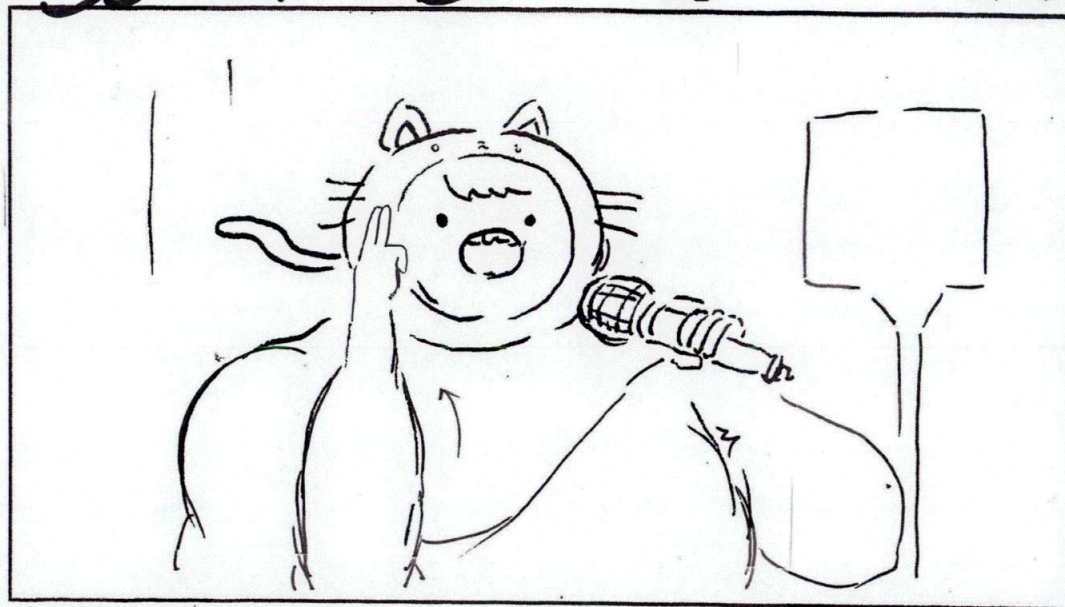


Sc. **35 cont**

Pnl. **B**

Bg.

day night



Dialog:

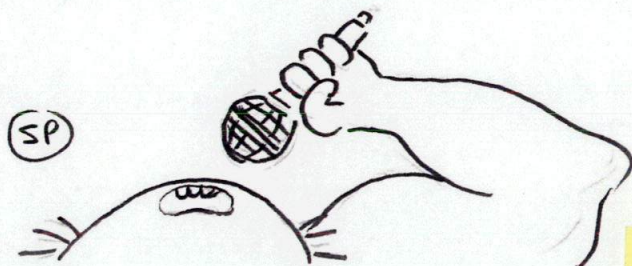
SS) HOLD ON, HOLD ON...

SS) CAN SUSAN GET MORE BASS IN MONITOR?

Act

(SP)

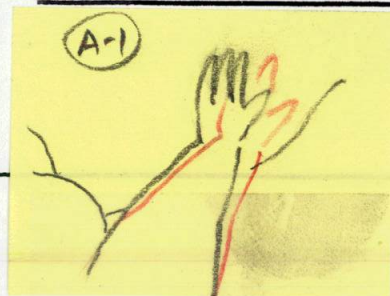
Tin



[MUSIC STOPS]

- SUSAN STOPS PERFORMING.

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ADVENTURE TIME



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Sc. 36

Pnl. A

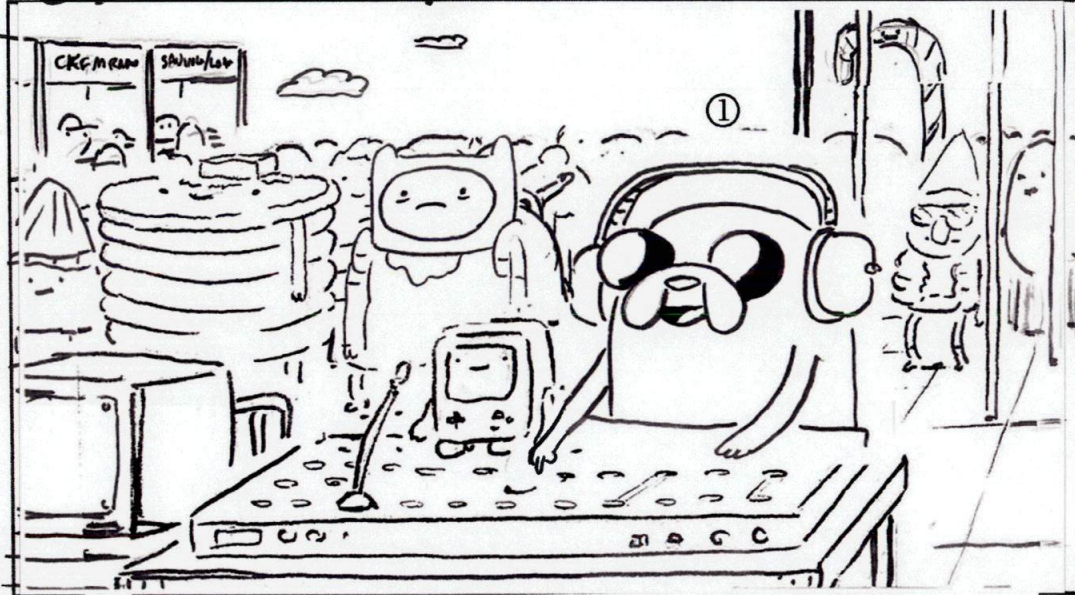
Bg.

day night

Sc. 36 cont Pnl. B

Bg.

day night

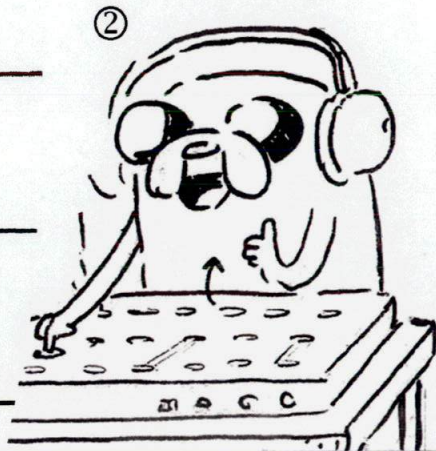


Dialog:

J) You GOT IT SOOZ.

Action:

Timing:



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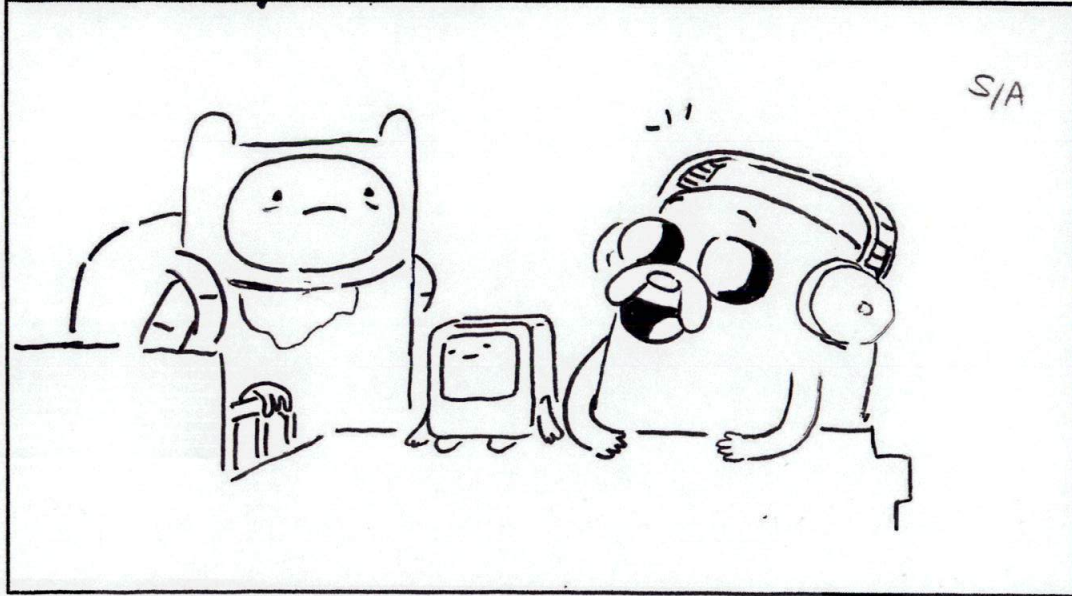
ADVENTURE TIME



Sc. **36 cont** Pnl. **C**

Bg.

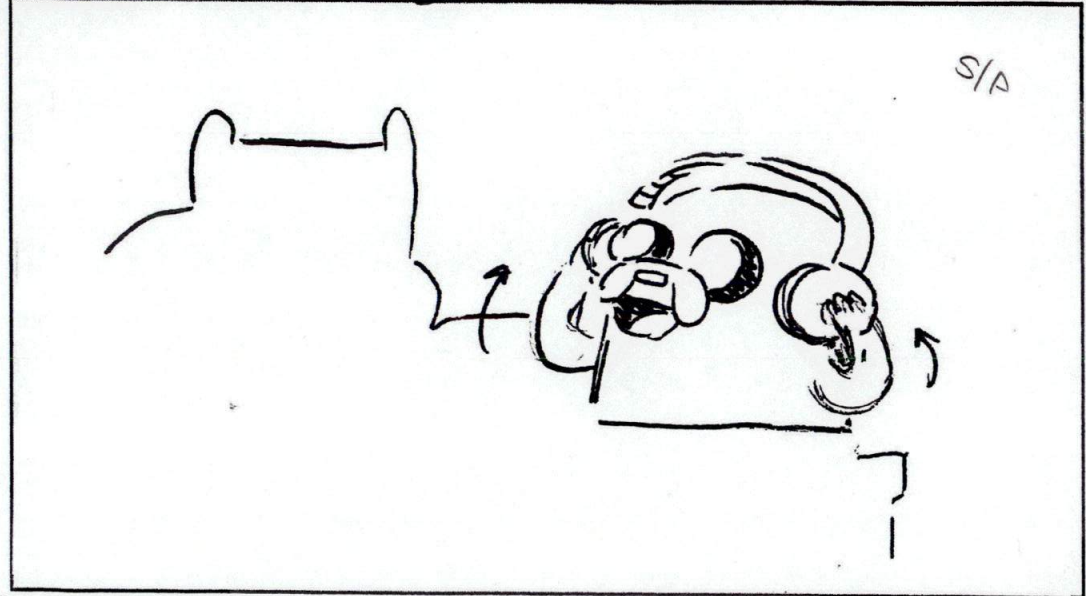
day night



Sc. **36 cont** Pnl. **D**

Bg.

day night



Dialog: **J) OH HEY BUDDY!**

Action: **- F. WALKS UP TO JAKE + BMO,**

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Timing:

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Sc. 36 cont Pnl. E

Bg.

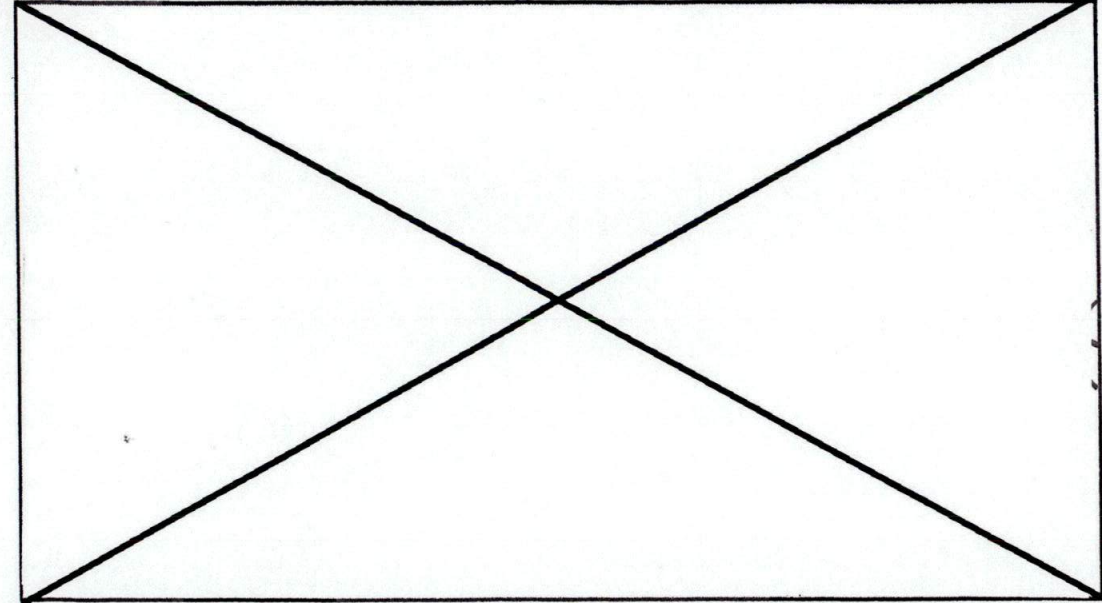
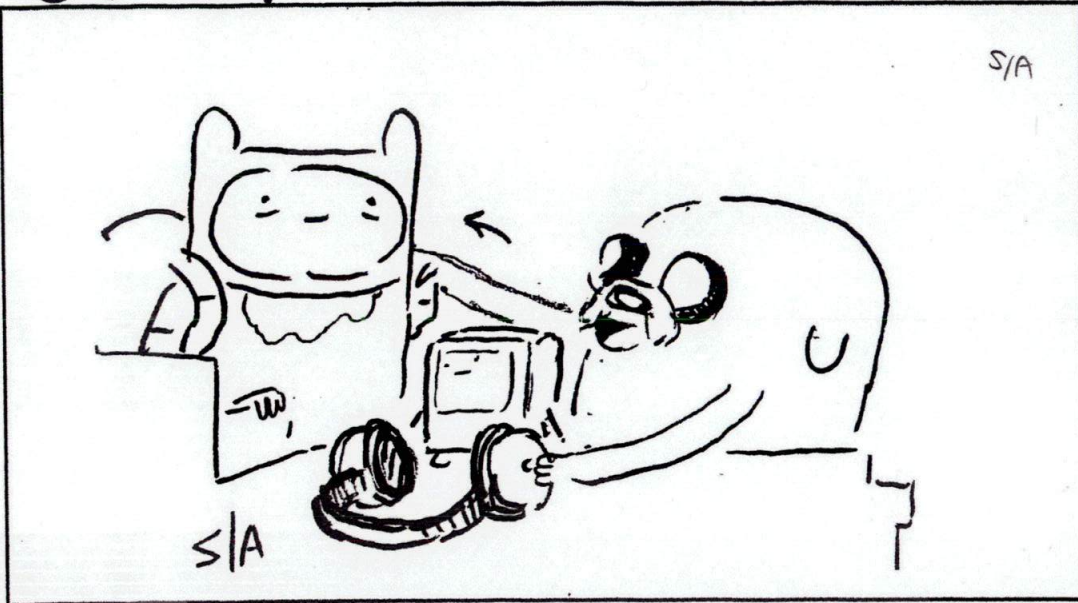
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- J, TAKES OFF HEADPHONES.

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Timing:

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ADVENTURE TIME



Sc. 37

Pnl. A

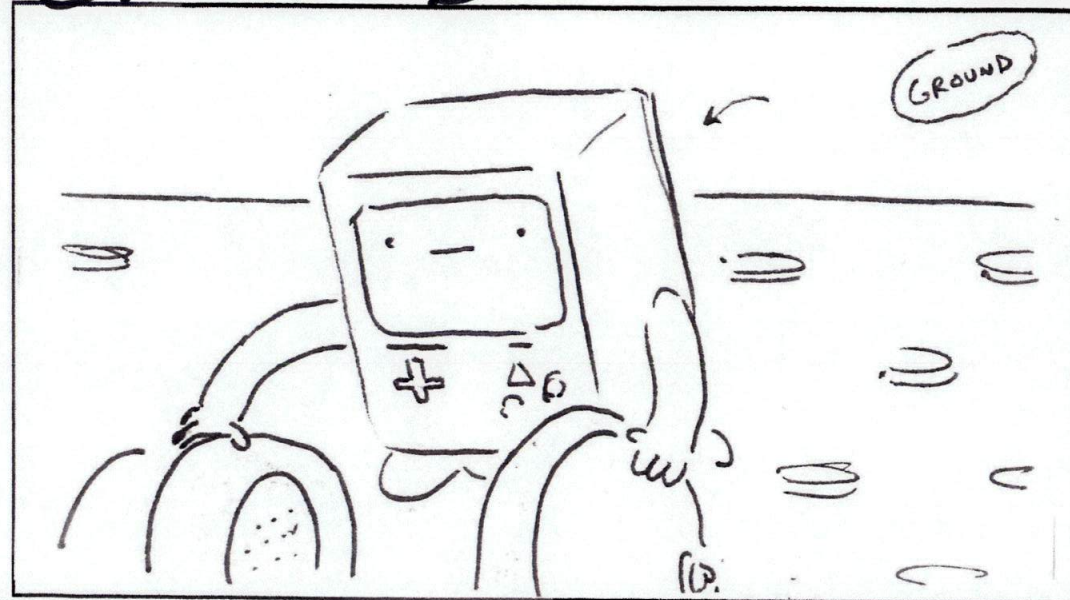
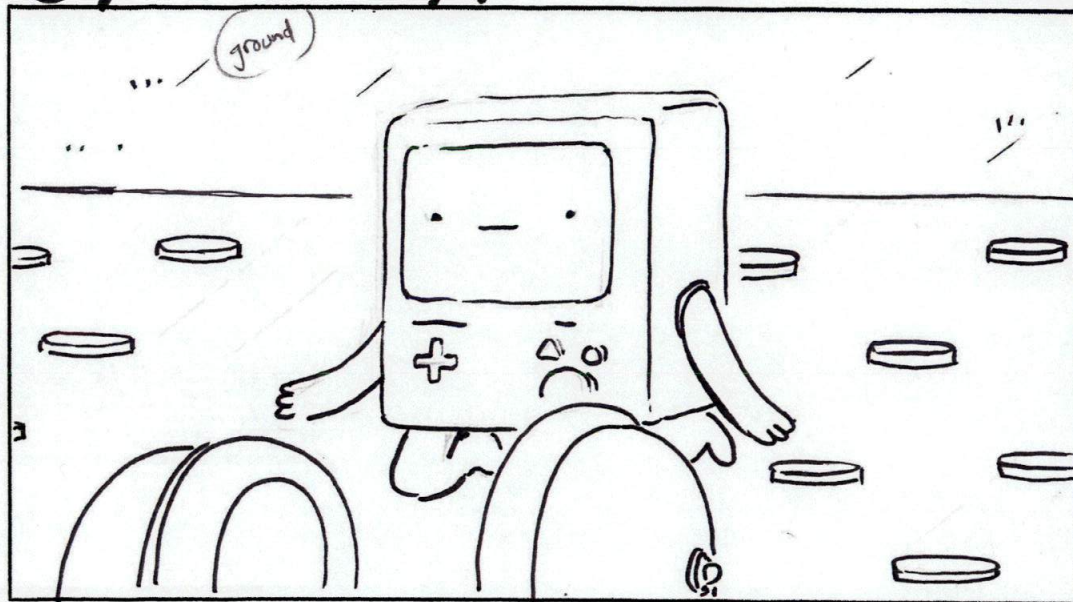
Bg.

day night

Sc. 37 CONT Pnl. B

Bg.

Page 47
day night



Dialog:

Action:

(SP)

- BMO GRABS HEADPHONES.

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Timing:

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Production :

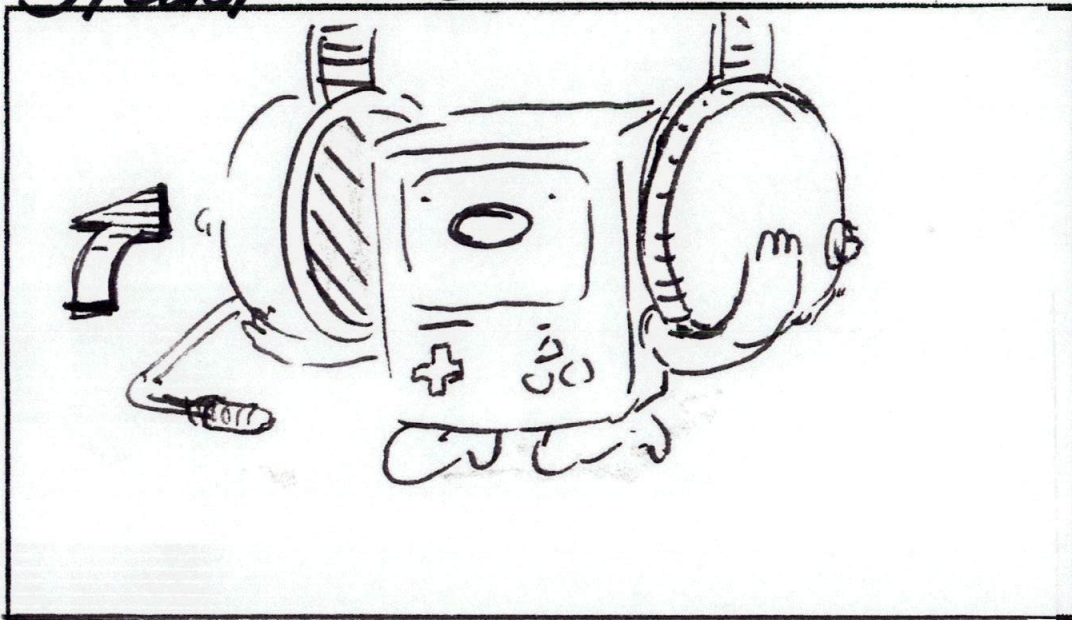
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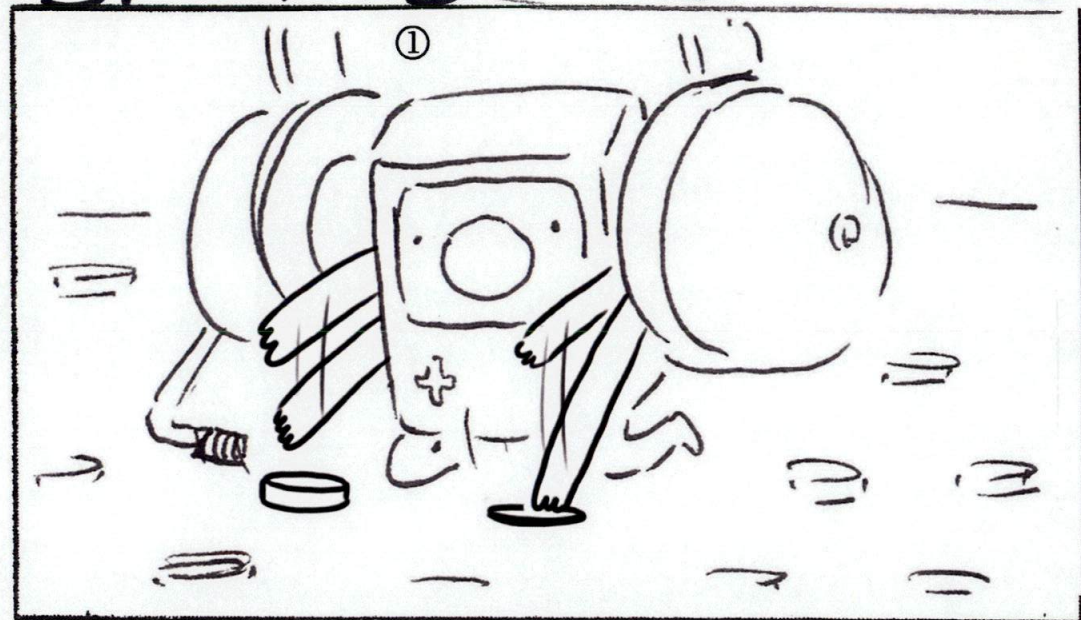
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Sc. **37 cont** Pnl. **C** Bg. day night



Sc. **37 cont** Pnl. **D** Bg. day night



Dialog:

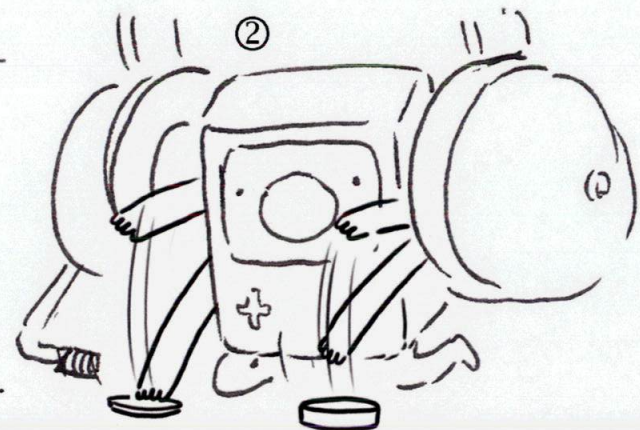
Actic

- BMO PUTS ON HEADPHONES.

Timii

BMO / WE'RE GOING LIVE IN DEC 10 2015
FIVE!

(BUTTON MASHING)



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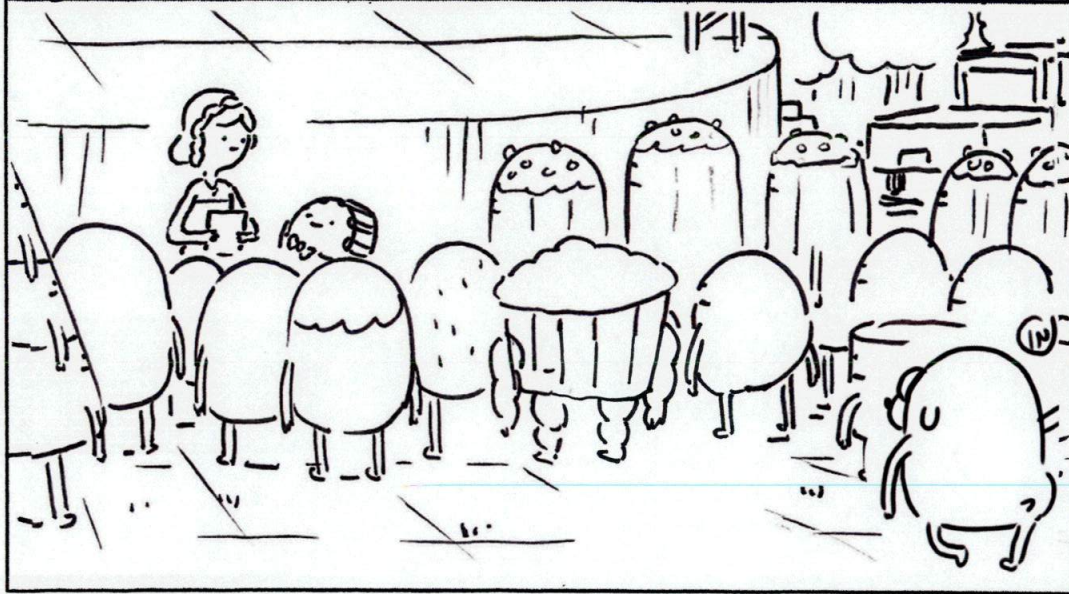
Page **49**

Sc. **38**

Pnl. **A**

Bg.

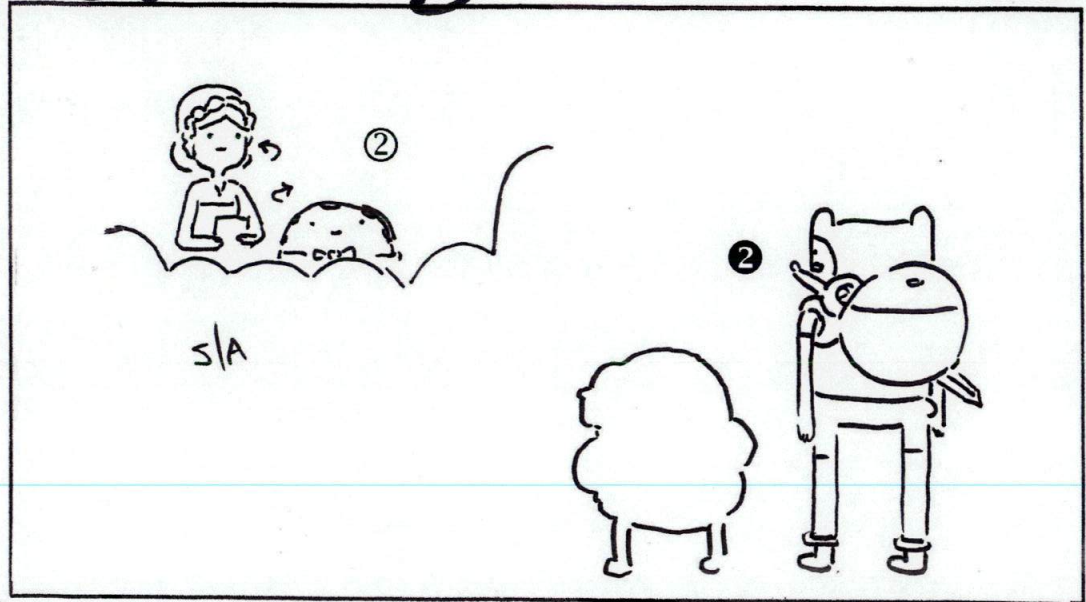
day night



Sc. **38 cont** Pnl. **B**

Bg.

day night



Dialog:

F) WHAT IS THIS? A CONCERT?

DEC 10 2015

Action:

- F. WALKS ON/S.
- PB + PEPBUT LOOK TOWARDS FINN.

Timing:



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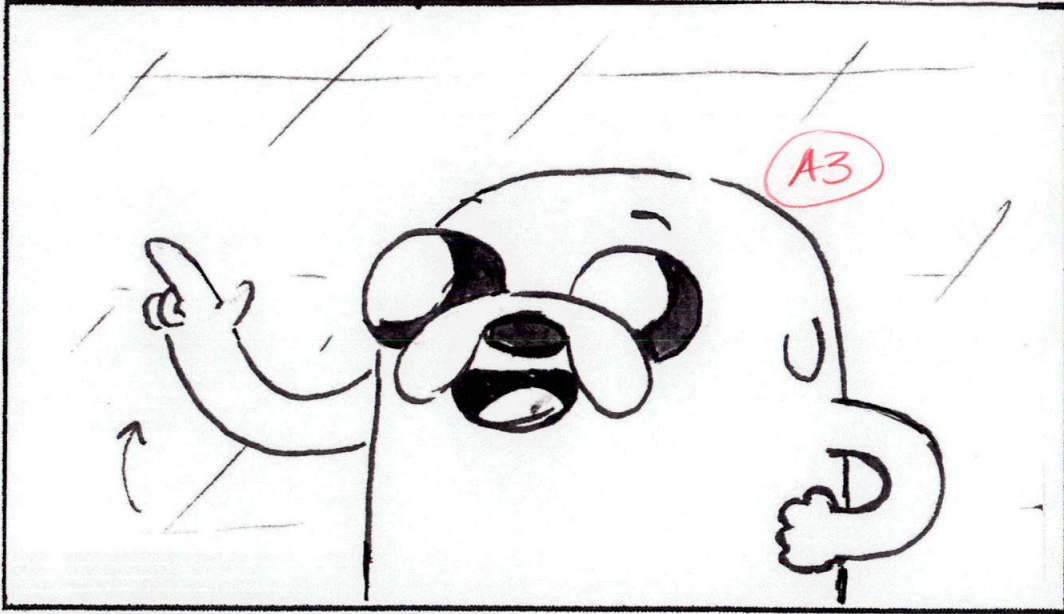


Sc. 39

Pnl. A

Bg.

day night

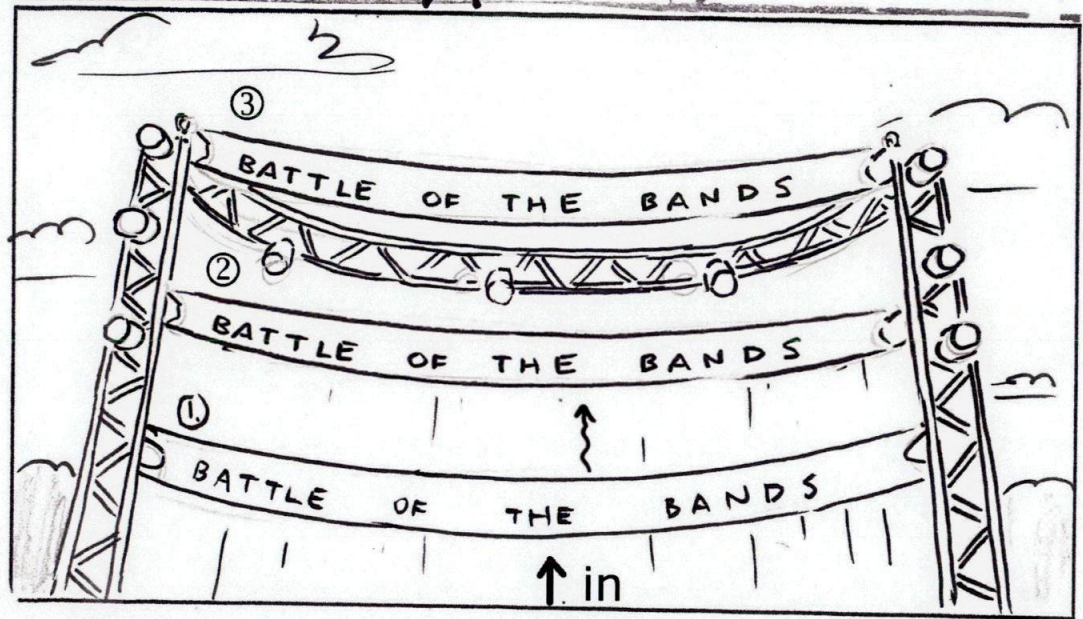


Sc. 40

Pnl. A

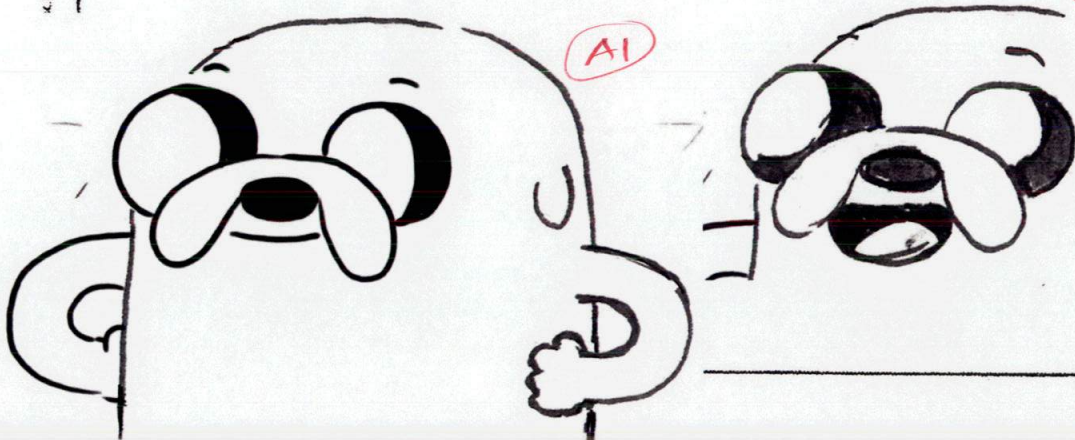
Bg.

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Dialo-

J) EVEN BETTER! IT'S A BATTLE OF THE BANDS!



- BANNER RISES INTO PLACE,

(SFX / SQUEAKING)

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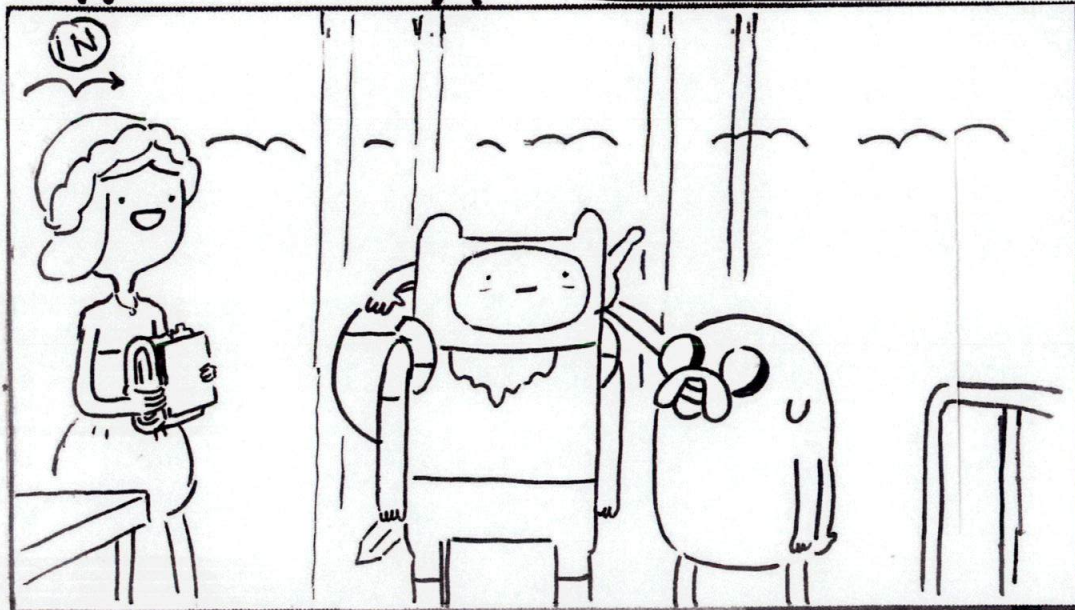
Page **51**

Sc. **41**

Pnl. **A**

Bg.

day night

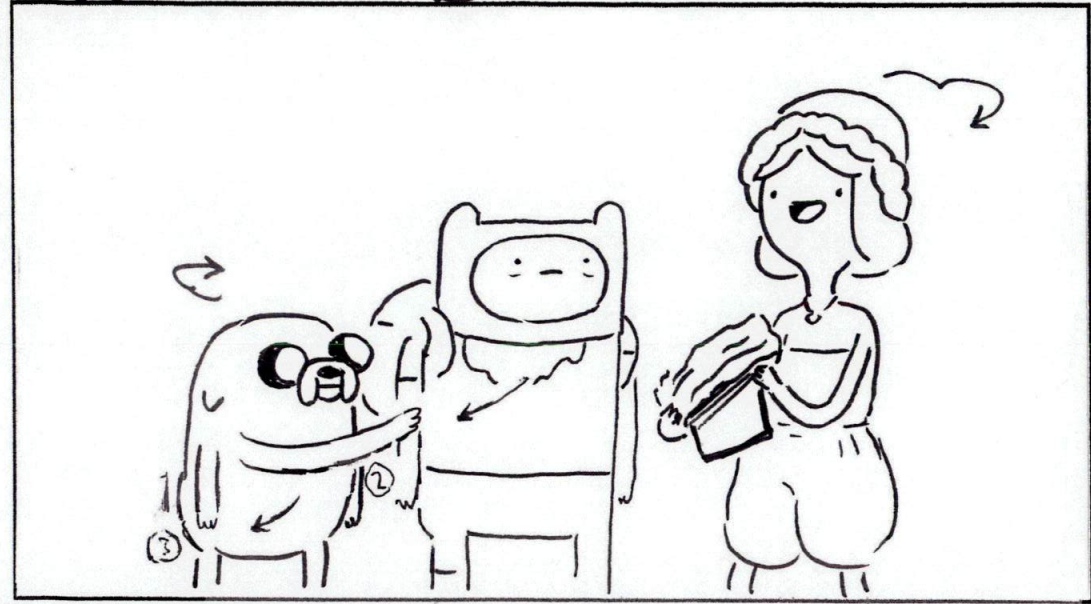


Sc. **41 cont**

Pnl. **B**

Bg.

day night



Dialog:

PB) AND GUESS WHO THE SPECIAL CELEBRITY GUEST JUDGE IS?

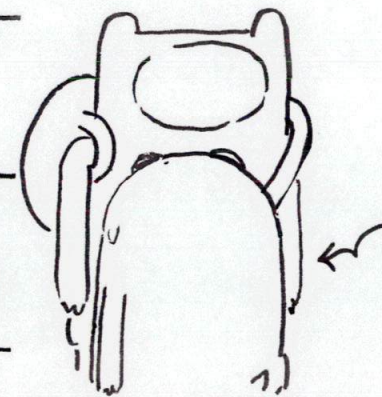
Action

Timing



← **BG**

①



- PB + J. CIRCLE
FINN
DEC 10 2015

Production :

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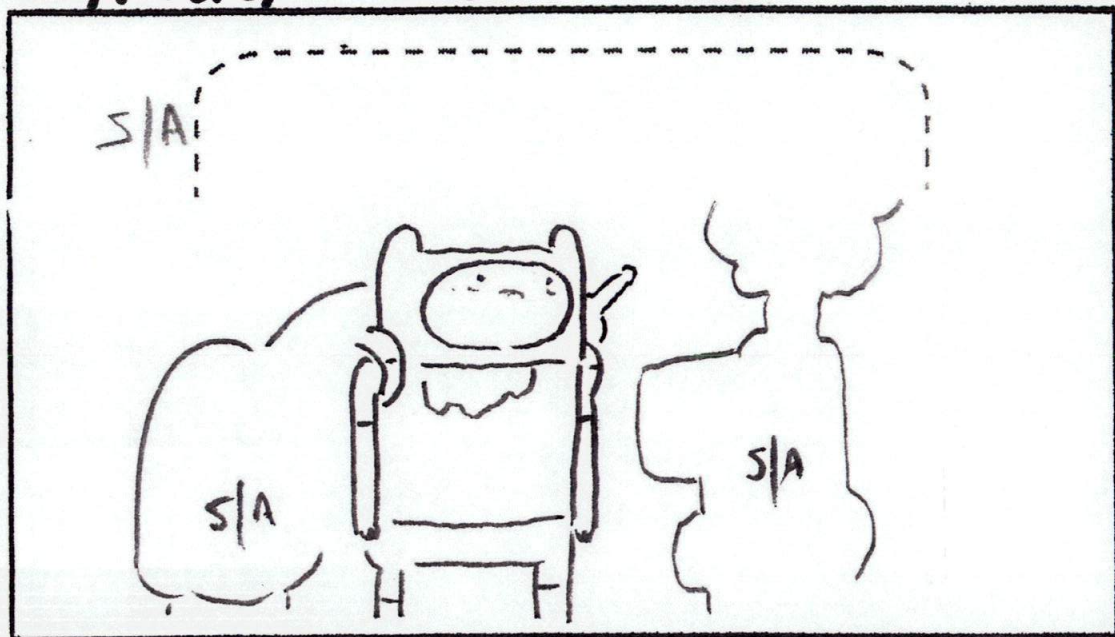
1034/239



Sc. 4/1 cont Pnl. C

Bg.

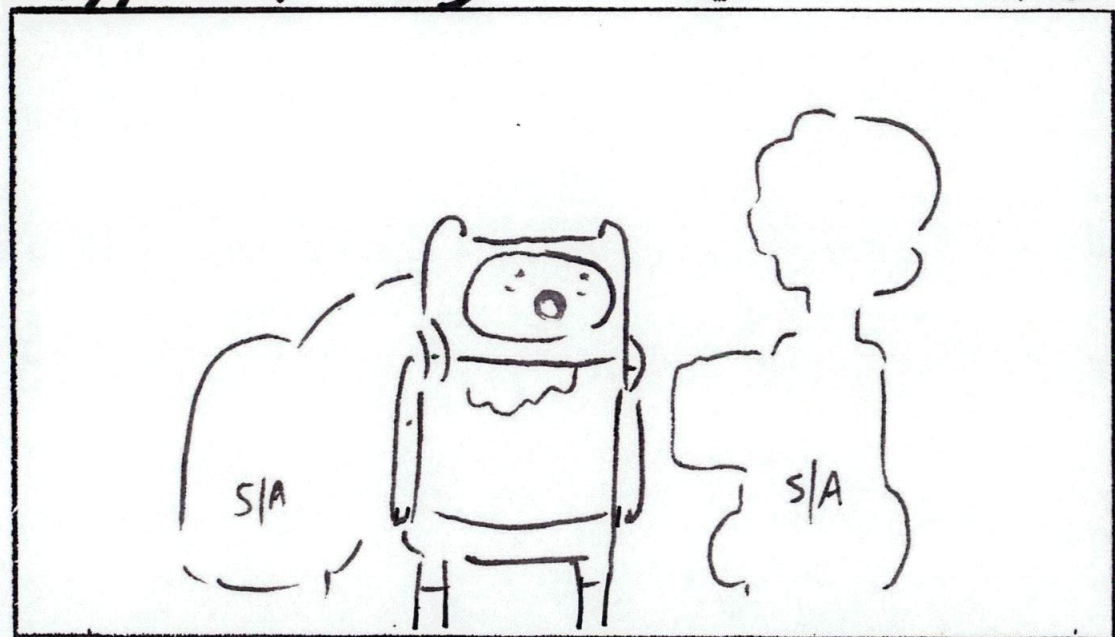
day night



Sc. 4/1 cont Pnl. D

Bg.

day night



Page 52

Dialog:

Action

Timing

[BEAT]

F) DONNY?

DEC 10 2015

EPISODE #

Production :

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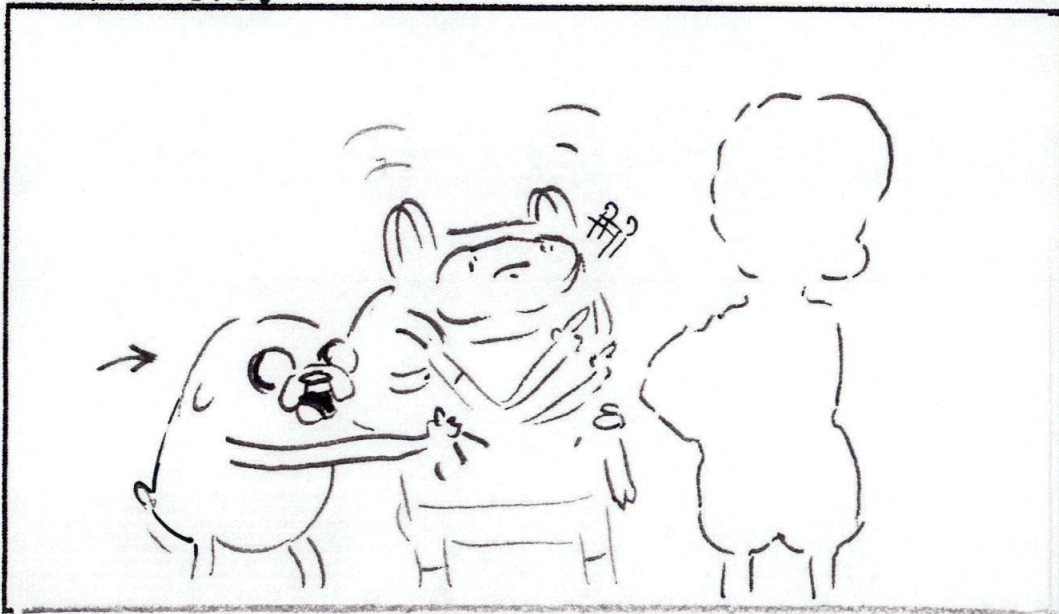
1034/239



Sc. 41 CONT Pnl. E

Bg.

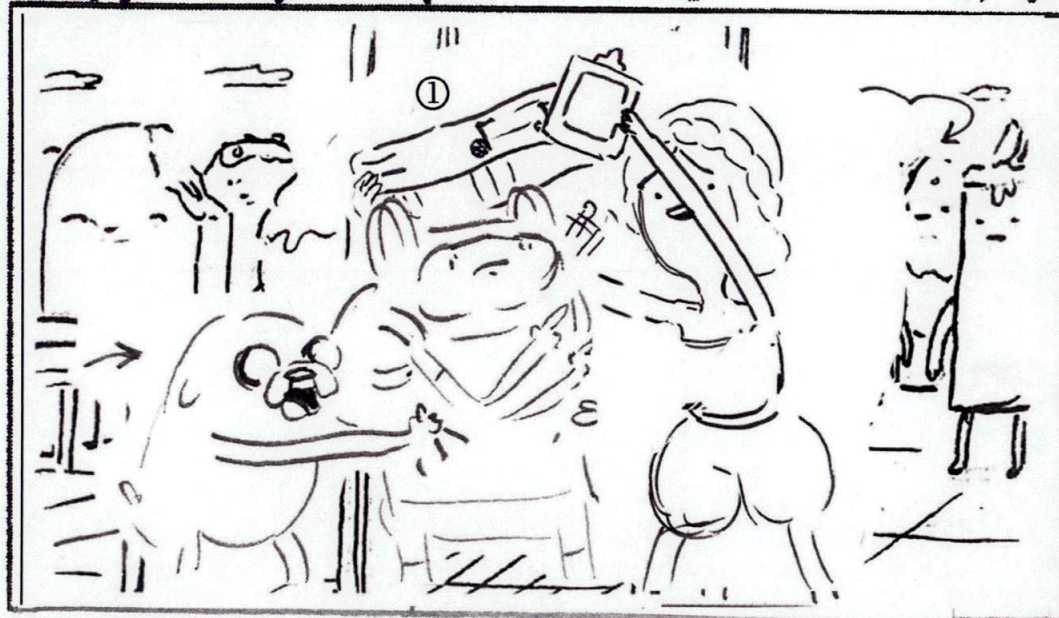
day night



Sc. 41 CONT Pnl. F

Bg.

day night



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Dialog:

J) NO YOU ARE!

DEC 10 2011

Action:

[J SHAKES FINN.]

[PUT SASH ON HIM]

Timing:



1034/239

1034/239

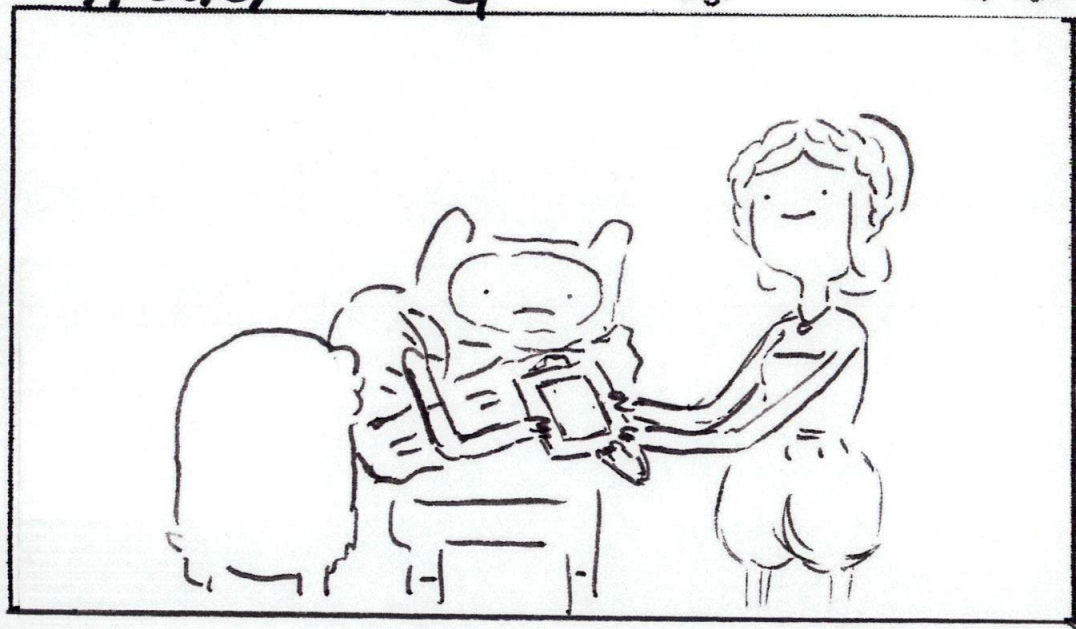
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Sc. 41 CONT

Prnt. G

Bg.

day night



Dialog:

Action: (B) HANDS (E)
[CLIPBOARD]

Timing:

Page 54
54A NEXT

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EPISODE #

1034/239

Production :

DEC 10 2015

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ADVENTURE TIME



Sc. **41 CONT** Pnl. **H**

Bg.

day night

STOP

1034/239



START

- J. LIFTS FINN
UP TO HIGH
CHAIR.



Page 54A

55 NEXT

EPISODE # 1034-239

Production:

DEC 10 2015

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1034/239

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ADVENTURE TIME



NO SC'S
42-44

Sc. 41 CONT Pnl. J

Bg.

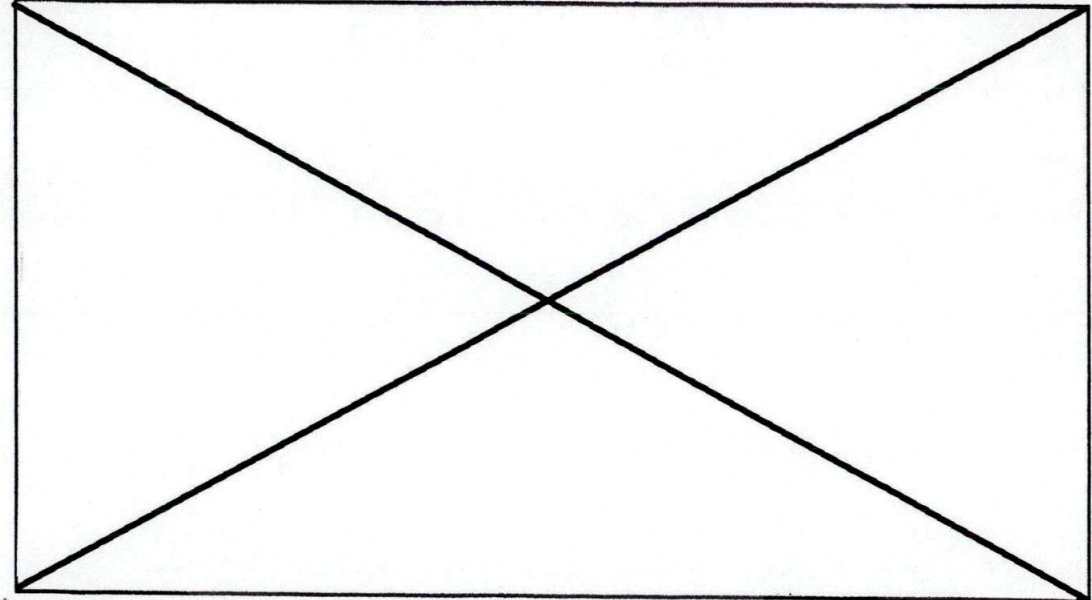
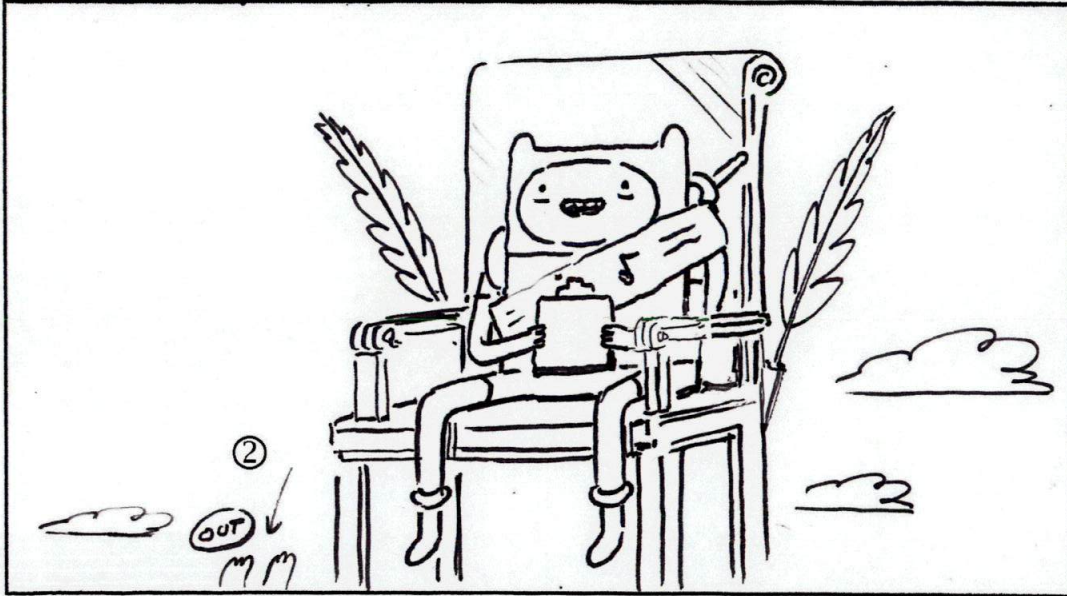
day night

Sc.

Pnl.

Bg.

Page 55
NO PG 56
day night



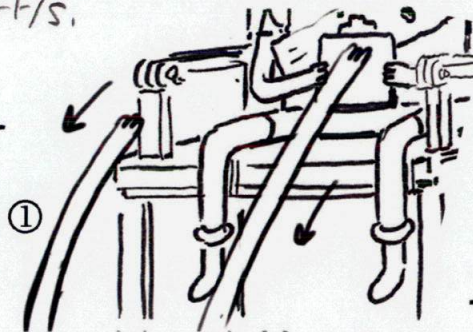
Dialog:

(F) WHOA SERIOUSLY?

Action:

- J'S ARMS STRETCH OFF/S.

Timing:



DEC 10 2015

EPISODE #

1034-239

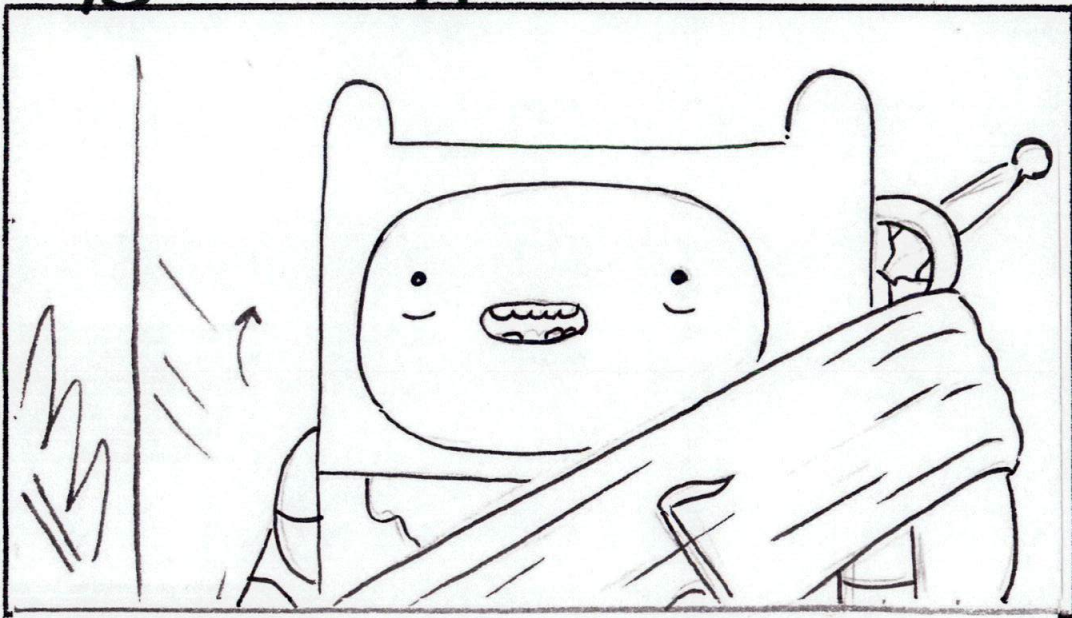
1034/239

Production :

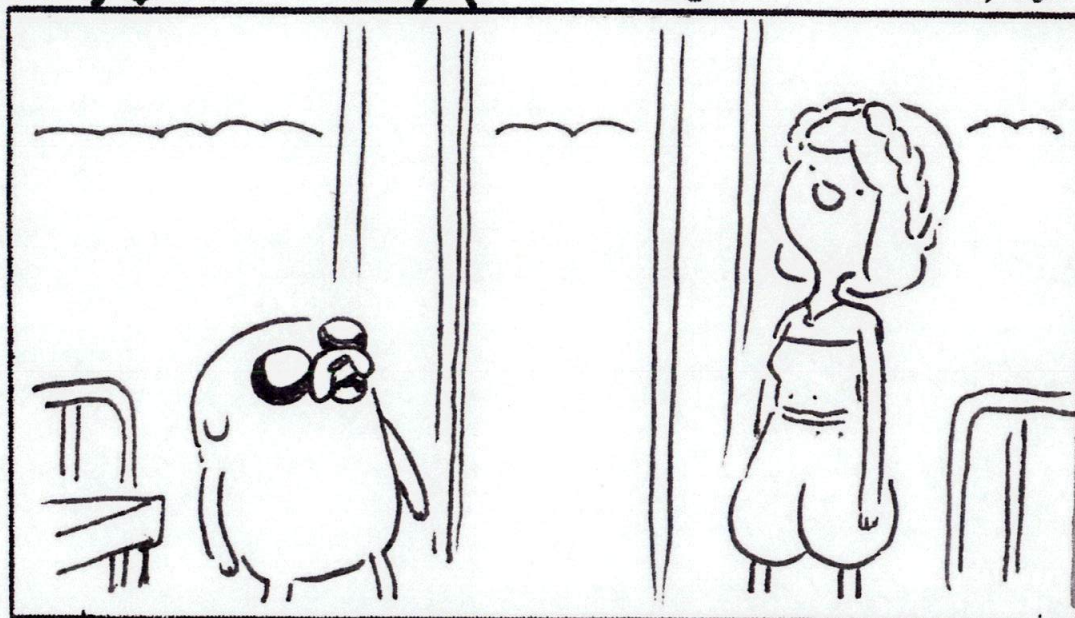
1034/239



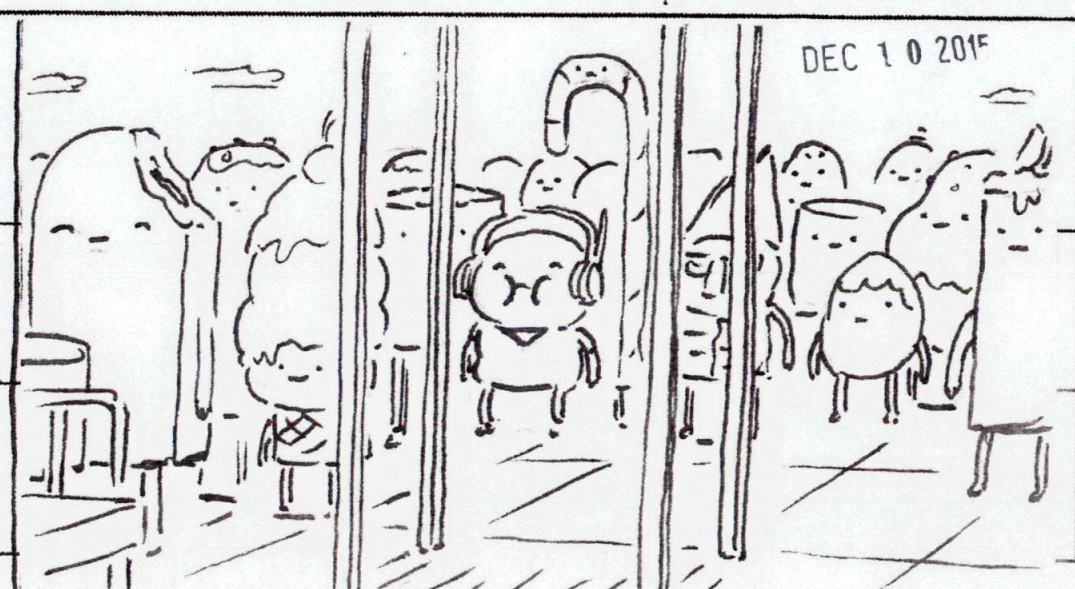
Sc. 45 Pnl. A Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:
F) HEHEH.
(CRUSTY SNICKER)
Acti
Timi



EPISODE #

Production :

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1034/239

1034/239

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Sc. **46 CONT** Pnl. **B**

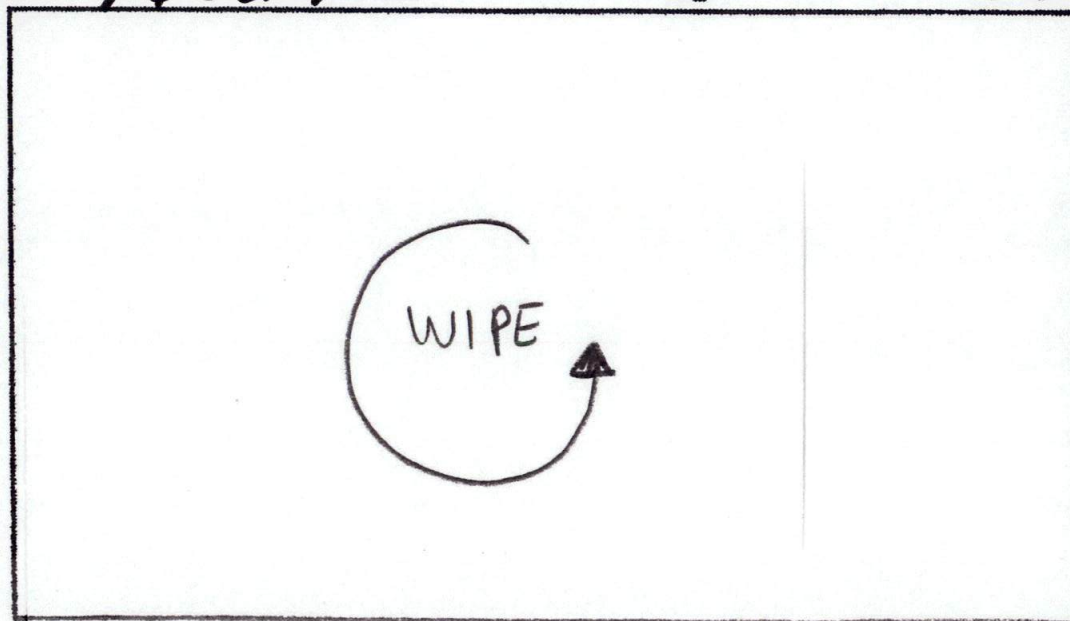
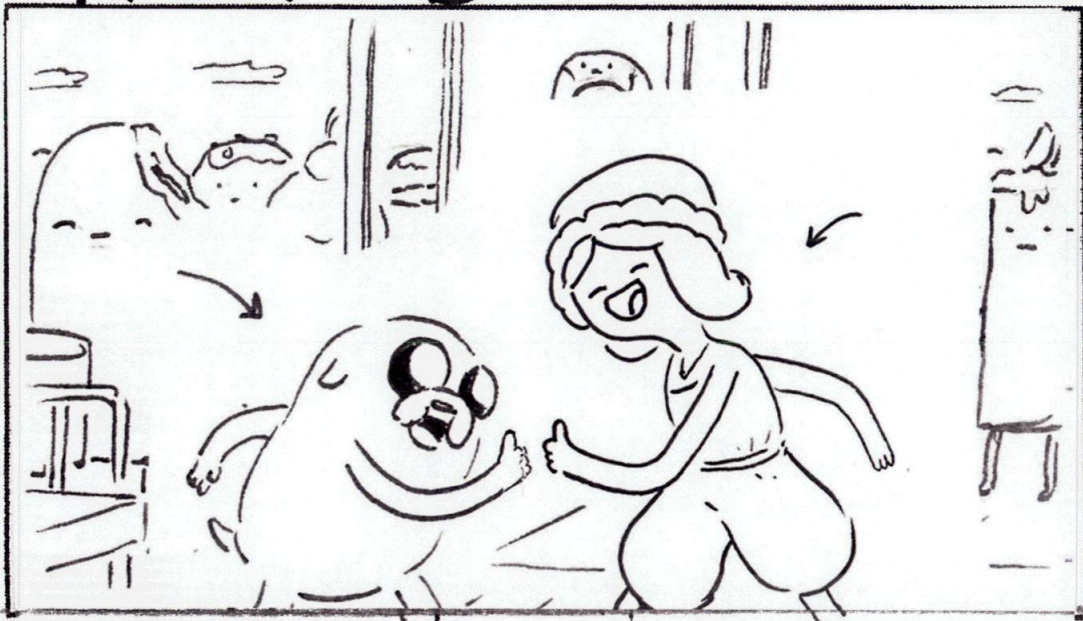
Bg.

day night

Sc. **46 CONT** Pnl.

Bg.

day night



Dialog:

(J) & (PB) / IT'S WORKING!! (LOUD WHISPER)

Action:

- DOUBLE THUMBS UP.

DEC 10 2015

Timing:

Production :

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1034/239

ADVENTURE TIME

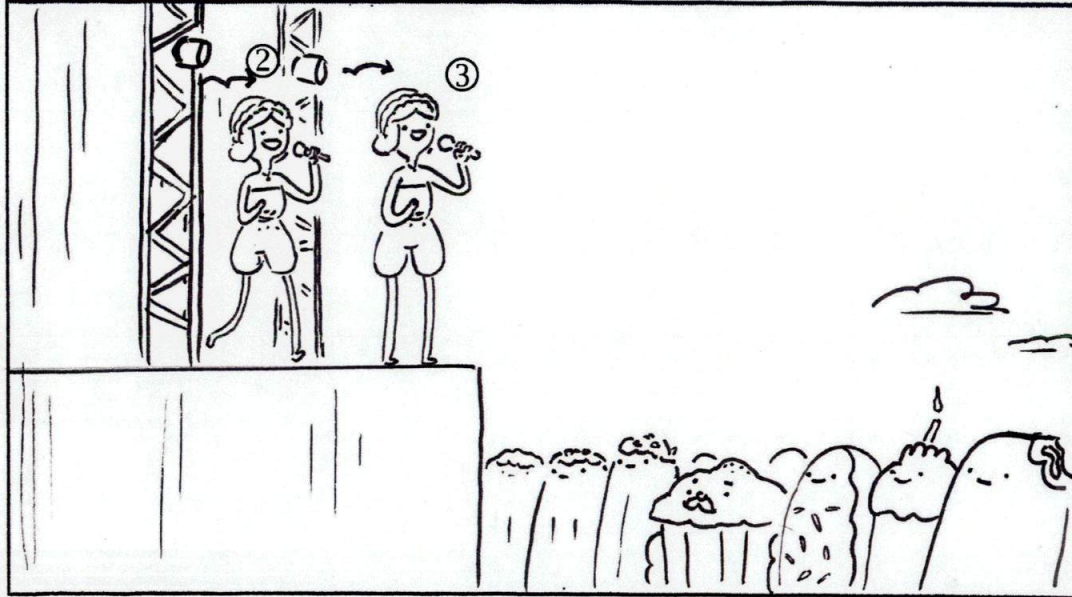


Sc. 47

Pnl. A

Bg.

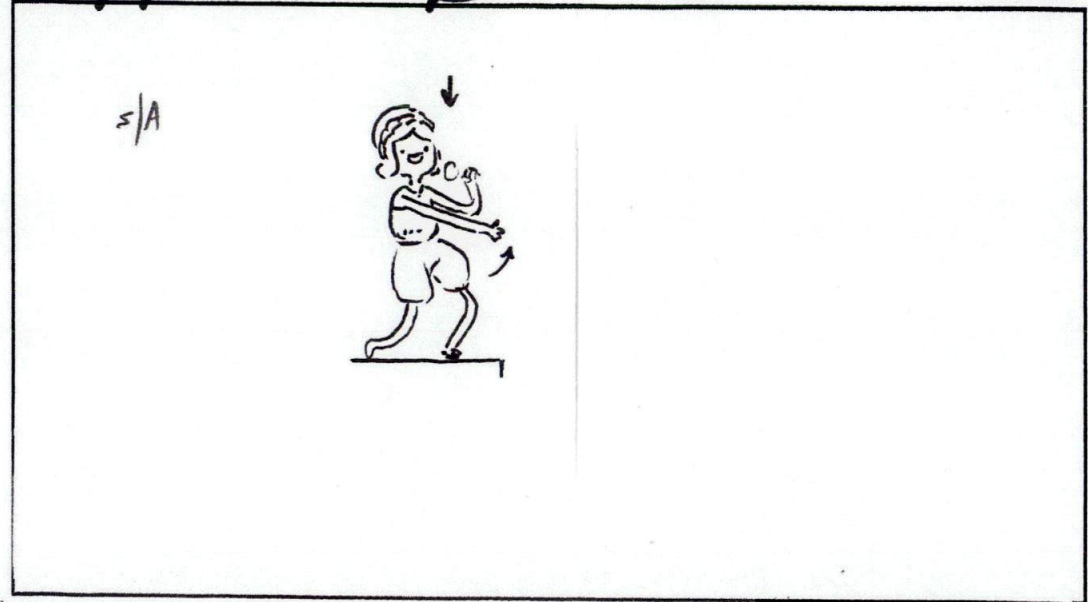
day night



Sc. 47 cont Pnl. B

Bg.

day night



Dialog:

PB) GOOD AFTERNOON AND WELCOME TO PLAN C -

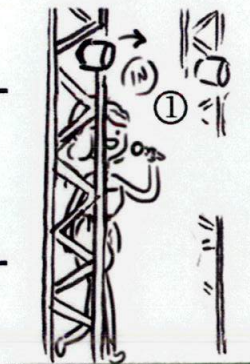
PB) I MEAN, BATTLE OF THE BANDS.

(catches herself)

Action:

- PB WALKS TO FRONT OF STAGE.

Timing:



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NO SC'S
49-50

Sc 48

Pnl. A

Bg.

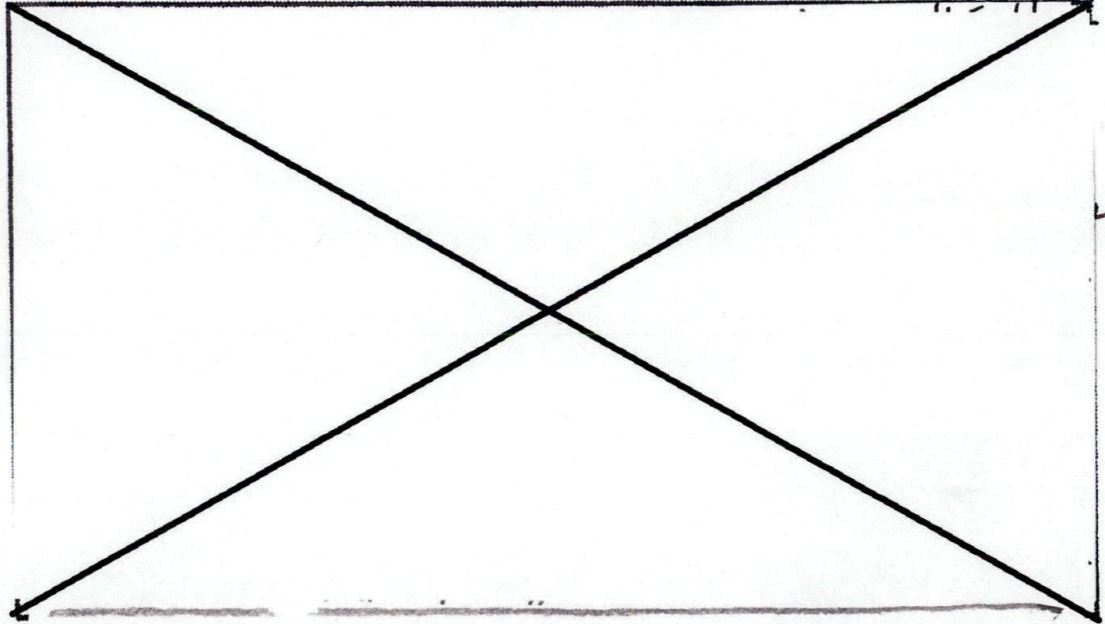
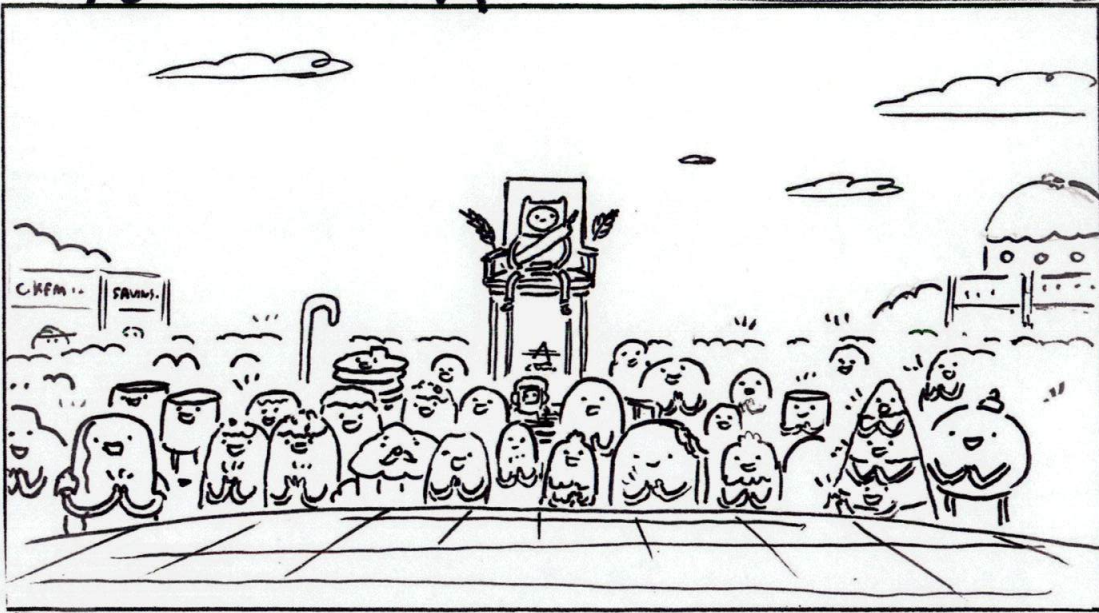
day night

Sc.

Pnl.

Bg.

Page 60
NO PG-61
day night



Dialog:

SFX:

Action:

(A WHISTLE OR TWO)

(CLAPPING)

Timing:

DEC 10 2015

EPISODE #

Production :

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1034/239

No St



Sc. 57

Pnl. A

Bg.

day night



Sc. 57 CONT

Pnl. B

Bg.

day night



S/A

Dialog:

PB)

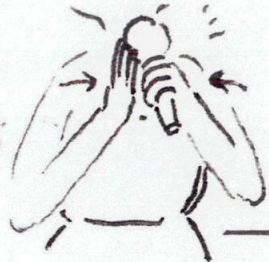
WARM

Now, LETS ALL GIVE A
welcome--

TO OUR CELEBRITY GUEST JUDGE!

↑
(CYCLE 1, 2, 1, 2)
(CLAPPING)
↓

②



SFX: [DRUM ROLL (TIMPANI)]

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Production :

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Sc. **52**

Pnl. **A**

Bg.

day night



Sc. **52 CONT** Pnl. **B**

Bg.

day night



Dialog:

SFX: (o.s.) crowd walla

(A WHISTLE OR TWO)

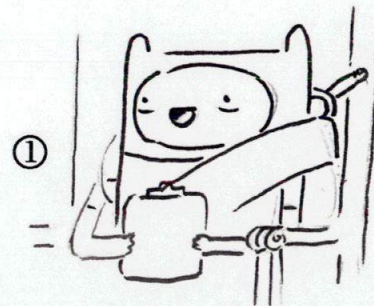
(CLAPPING)

F) (CRUSTY SNICKER) HEHE, HEH

(b2, 1)

Act

Timing:



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Production :

EPISODE #

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Page **63**

Sc 53

Pnl A

Bg.

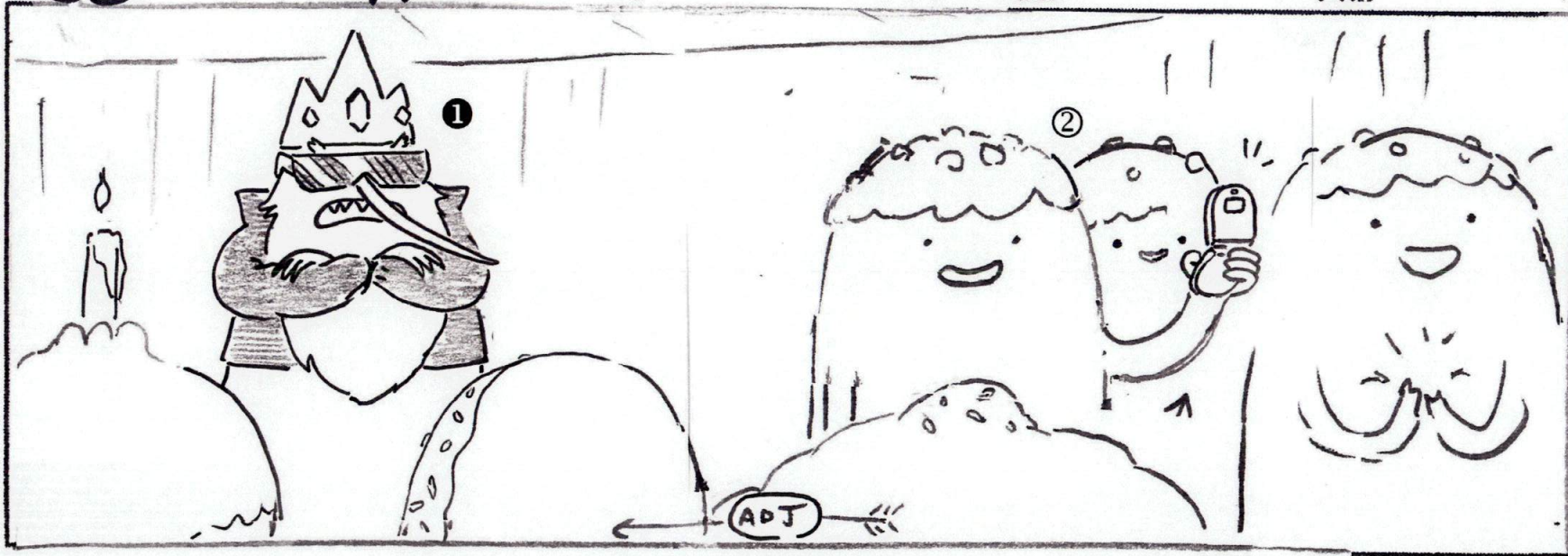


day night

Sc.

Pnl.

Pg 64



Dialog:

IK ① AY YO MY MAN,
NO PHOTOS

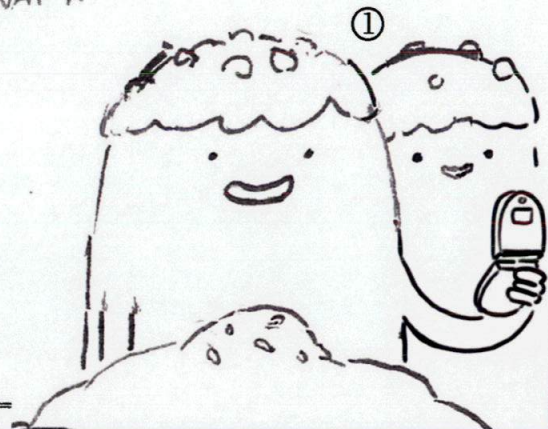
SFX: * SNAP X

[BG SNAPS PHOTO]

Ac

Tin

- ICE KING DRESSED AS SECURITY.



DEC 10 2015

1034/239

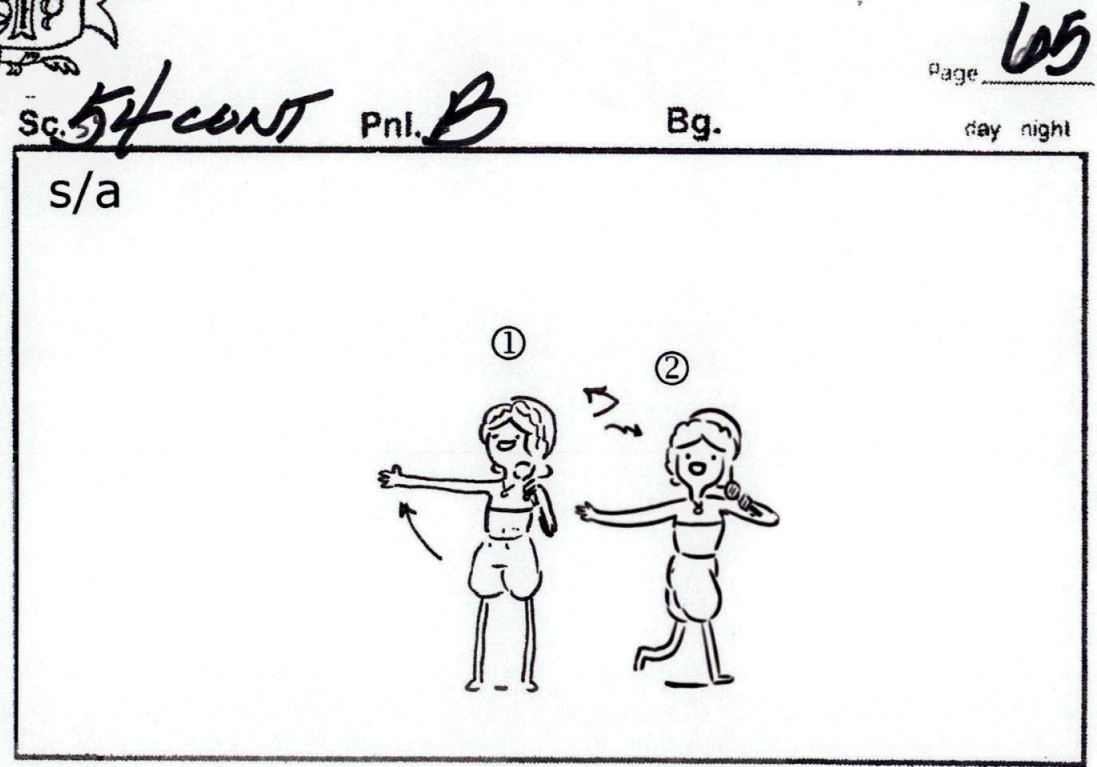
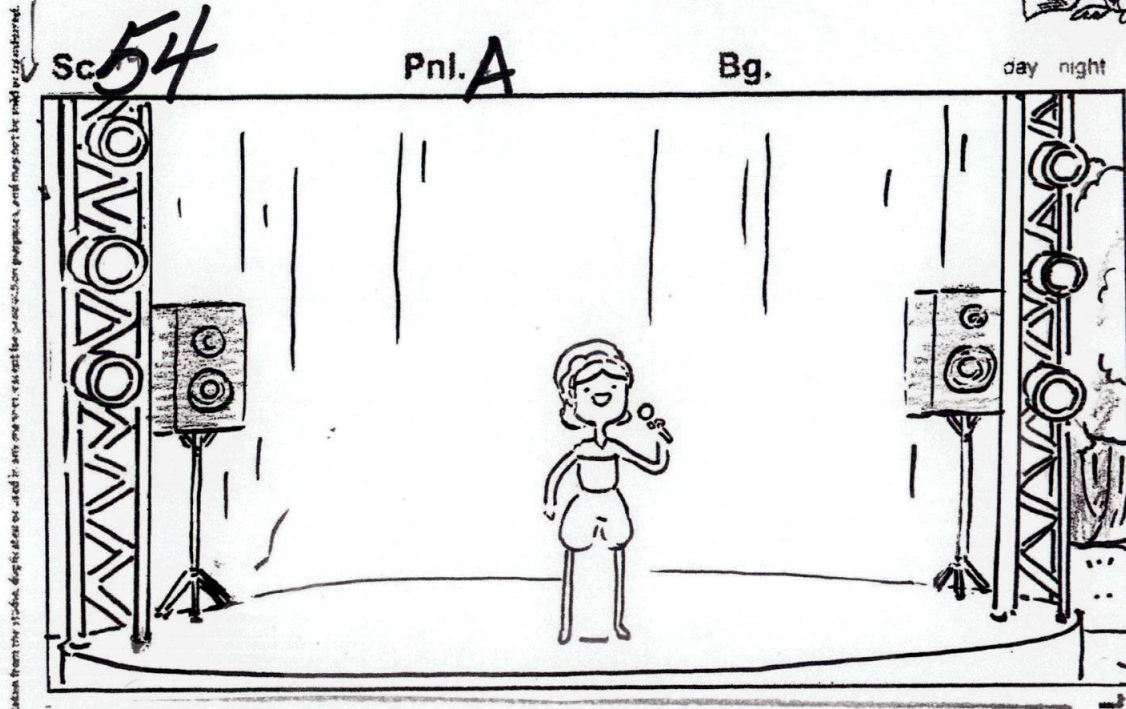
1034/239

1034/239

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curtain



Dialou

PB) Please welcome OUR FIRST CONTESTANTS TO THE STAGE...

Ac

Timir

DEC 10 2015

EPISODE #

Production :

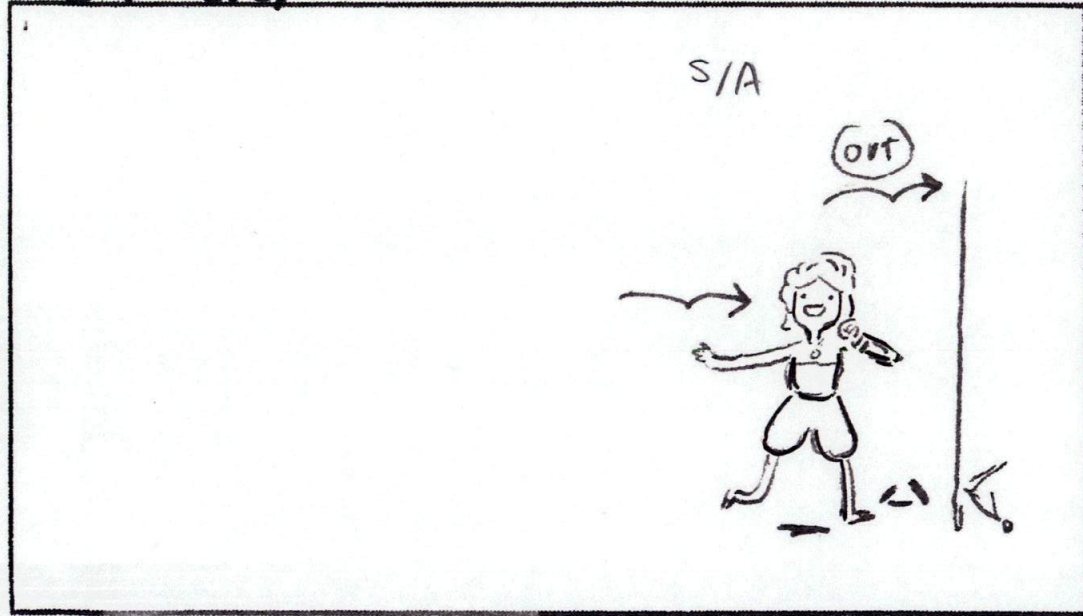
1034/239



Sc. 54 cont Pnl. C

Bg.

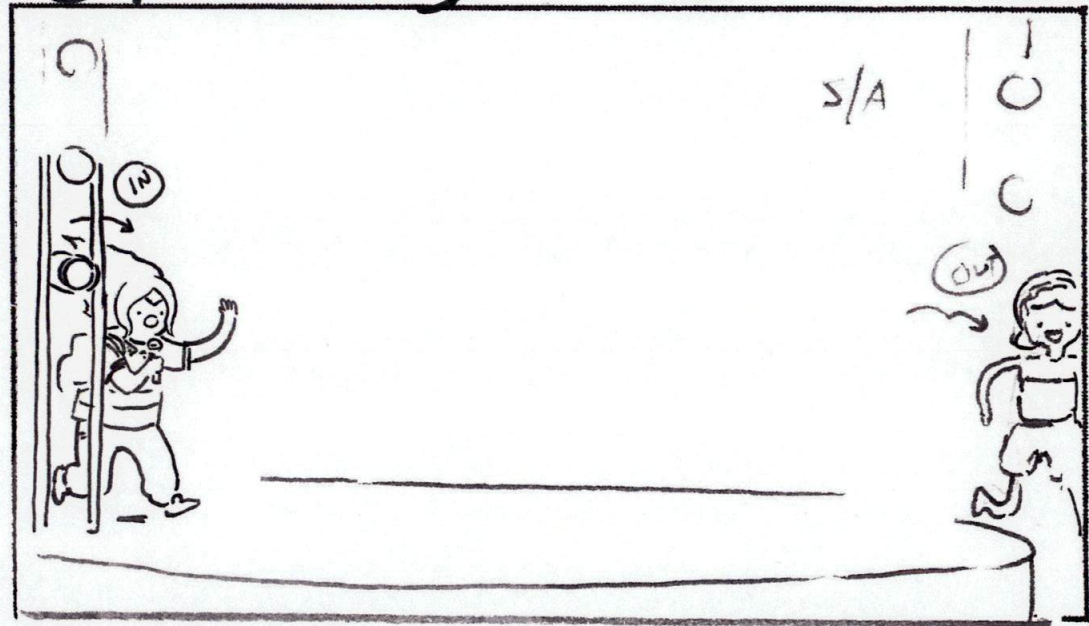
day night



Sc. 54 cont Pnl. D

Bg.

day night



Dialog:

PB) EMCEE NEPTR AND FLAME P.

FLAME PRINCESS/ NEPTR) YO!

DEC 10 2015

A:

- PB WALKS RIGHT.

- FP WALKS ON/S.

(RECORD SCRATCH)

[PB GOES DOWN STAIRS]



Timing:

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Production :

1034/239



ADVENTURE TIME

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Sc. 54 cont

Pnl. E

Bg.

day night

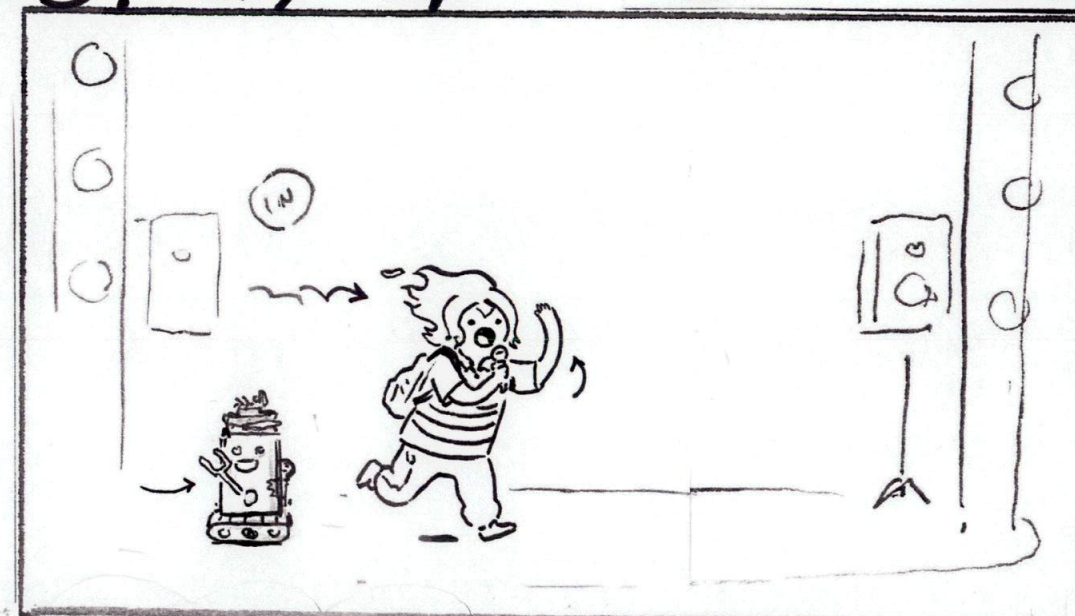


Sc. 54 cont

Pnl. F

Bg.

day night



Dialog:

N & FP) Yo Yo Yo ~~~~~ Yo Yo

Action:

DEC 10 2011

Timing:

Production :

EPISODE #

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1034/239

1034/239

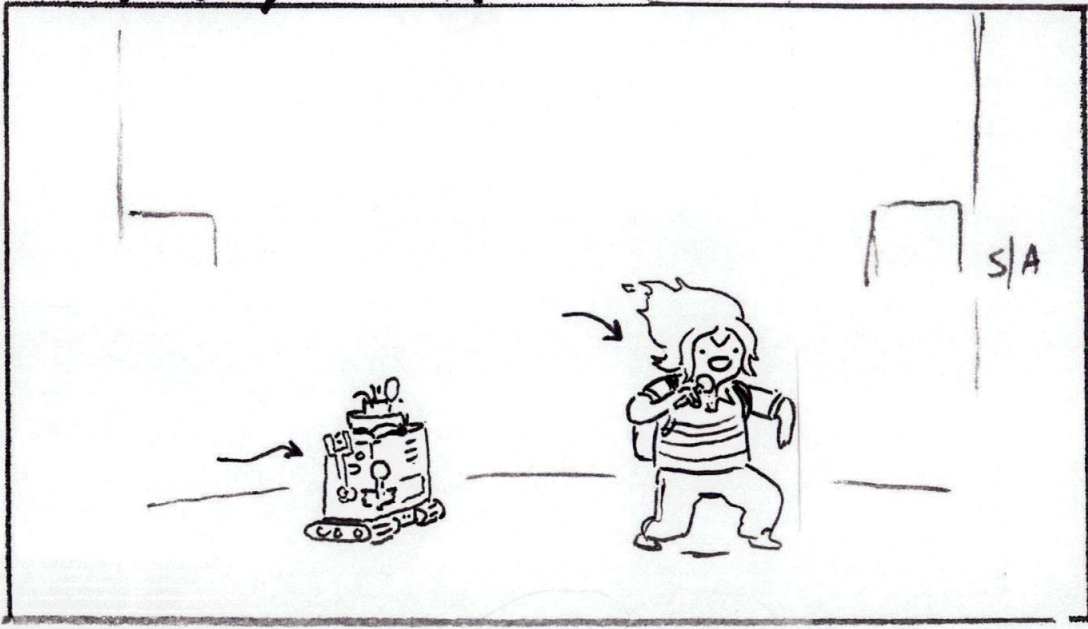
1034/239

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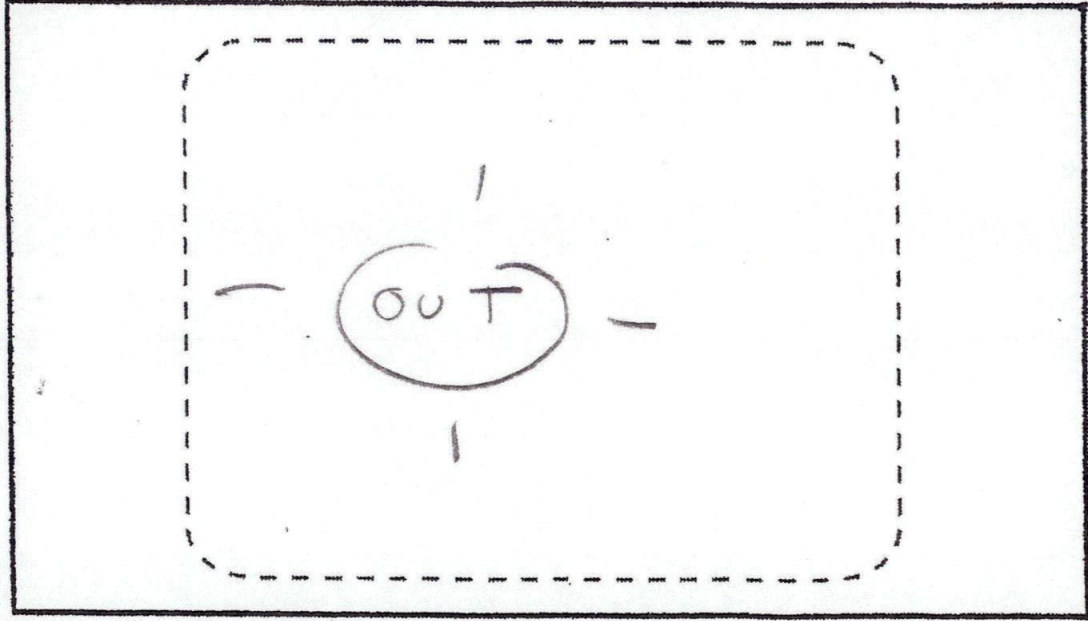


Sc. **54 cont** Pnl. **G**

Bg. day night



Sc. Pnl. Bg. day night



Page **68**

Dialog:
Action: (ANTIC TO JUMP)
Timing:

DEC 10 2015

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687 14801

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ADVENTURE TIME



Sc. 54 cont Pnl. H

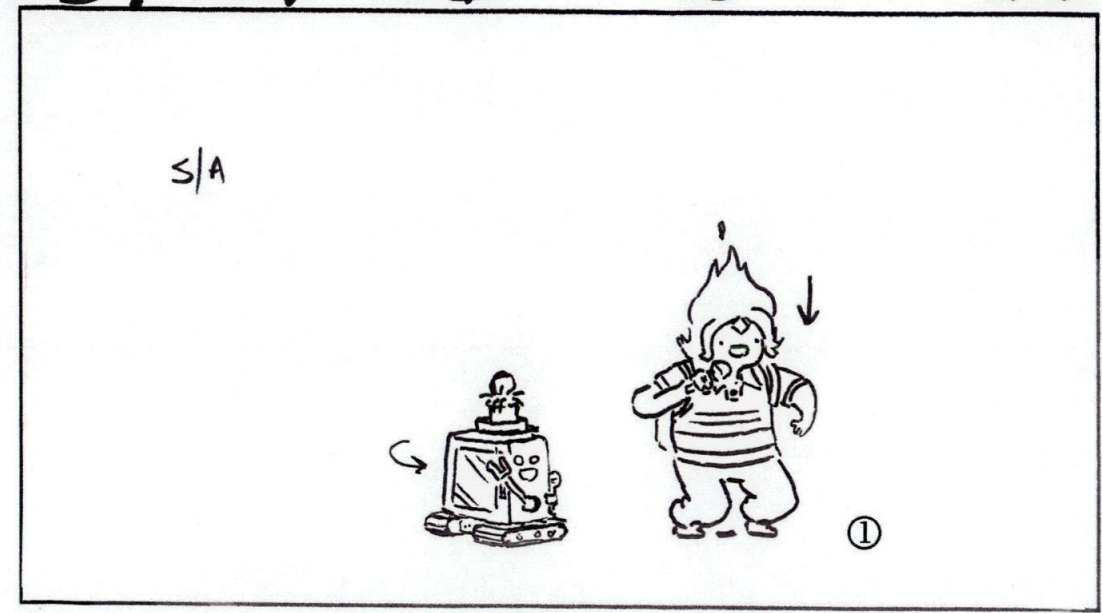
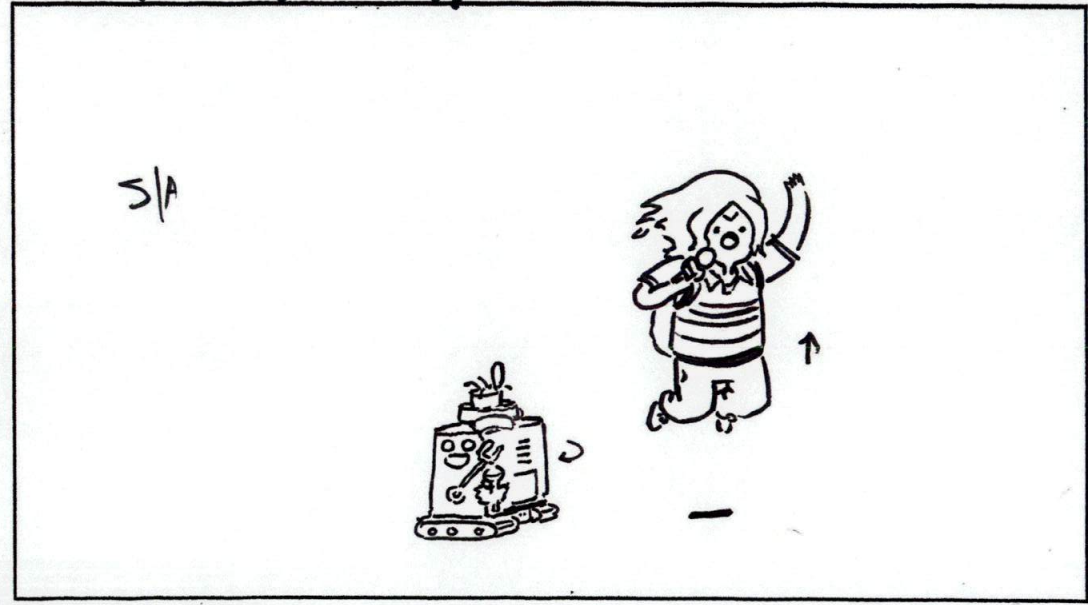
Bg.

day night

Sc. 54 cont Pnl. I

Bg.

Page 69
day night



Dialog:	<u>N & FP</u>) Yo Yo Yo Yo
Action:	
Timing:	



DEC 10 2015

Production :

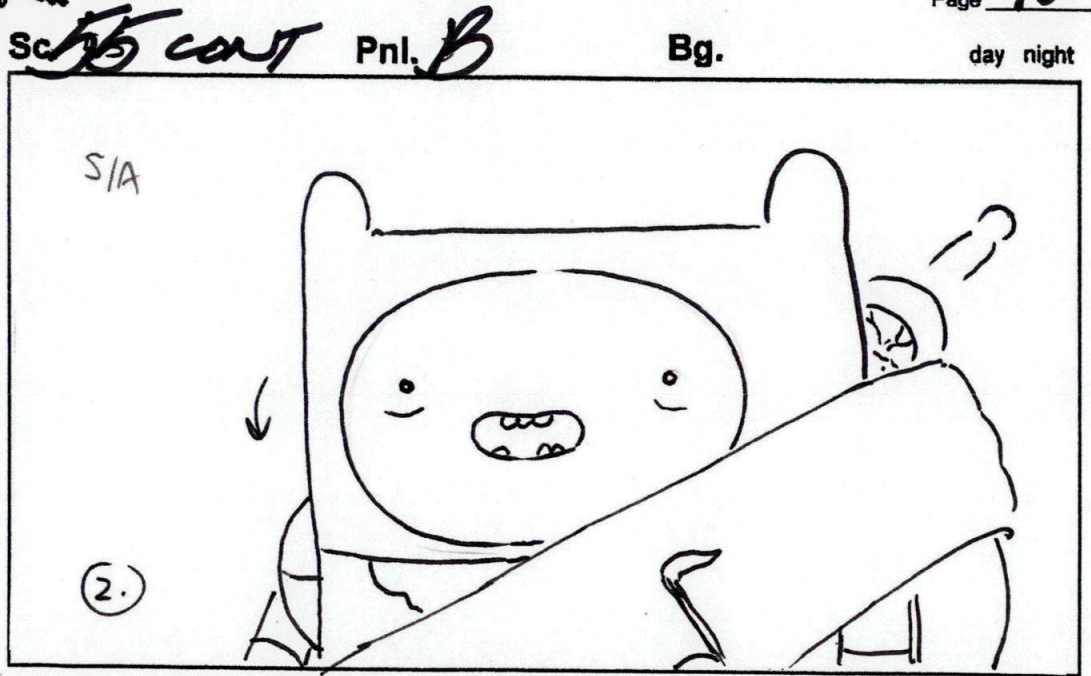
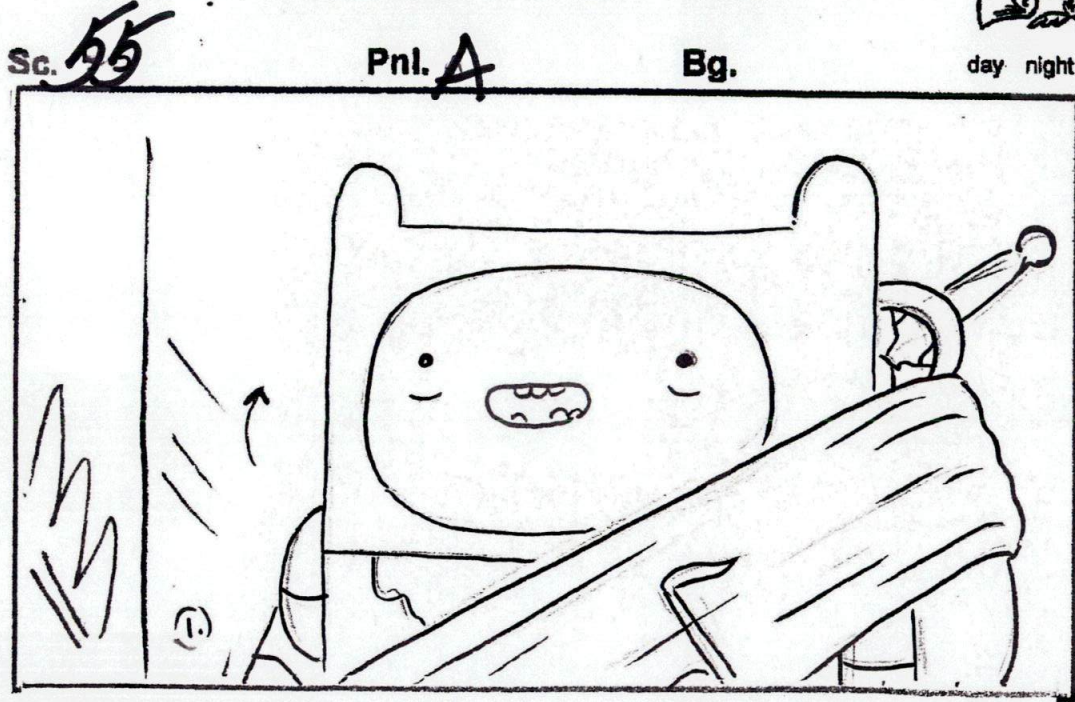
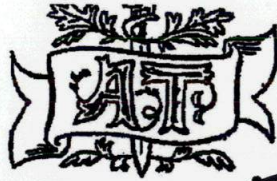
EPISODE #

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11034/239

1034/239

ADVENTURE TIME



Dialog:

(0/5) (CYCLE 1,2,1,2)
N & FP) YO . YO . YO . YO .

Action:

- FINN BOBS HEAD IN TIME WITH JUMPS.

Timing:

DEC 10 2015

EPISODE #

Production :

ADVENTURE TIME

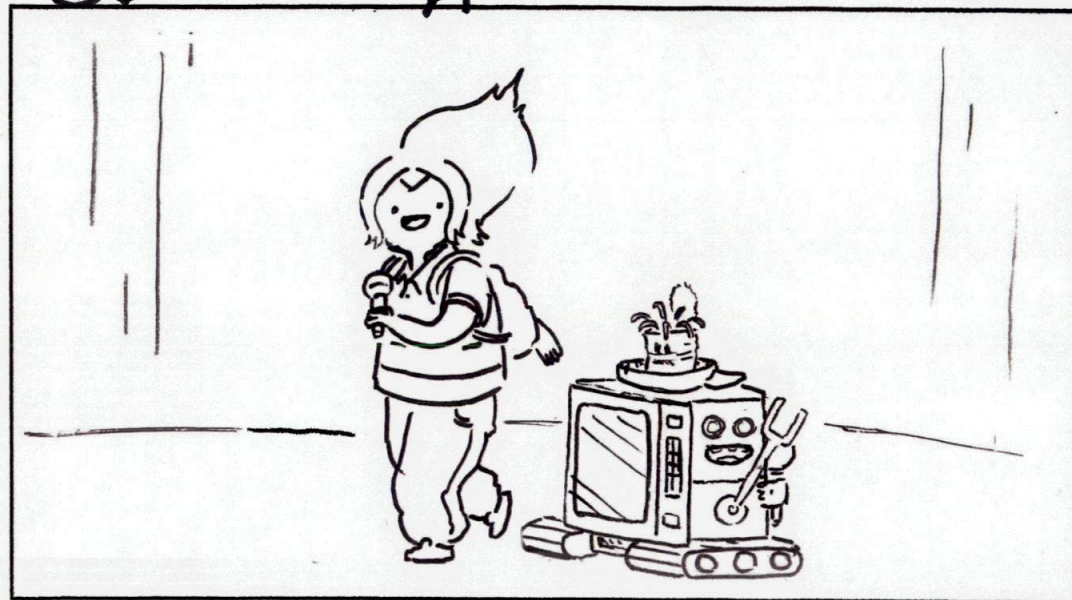


Sc. **56**

Pnl. **A**

Bg.

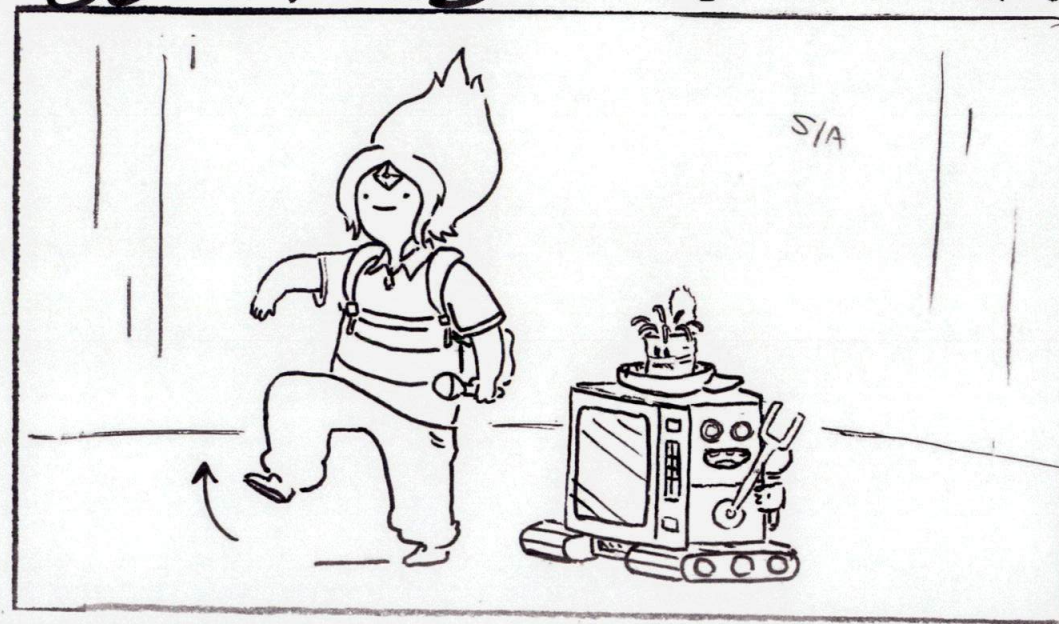
day night



Sc. **56 cont** Pnl. **B**

Bg.

Page **71**
day night



Dialog:

N) BATTLE OF THE BANDS ~~~~~> WHAT UP?!

Action:

DEC 10 2015

Timing:

EPISODE #

Production :

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Sc. 56 cont Pnl. C

Bg.

day night



Sc. 56 cont Pnl. D

Bg.

day night



Dialog:

FP) MAKE SOME NOISE!

Action:

DEC 10 2015

Timing:

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EPISODE #

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Production :

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1034/239

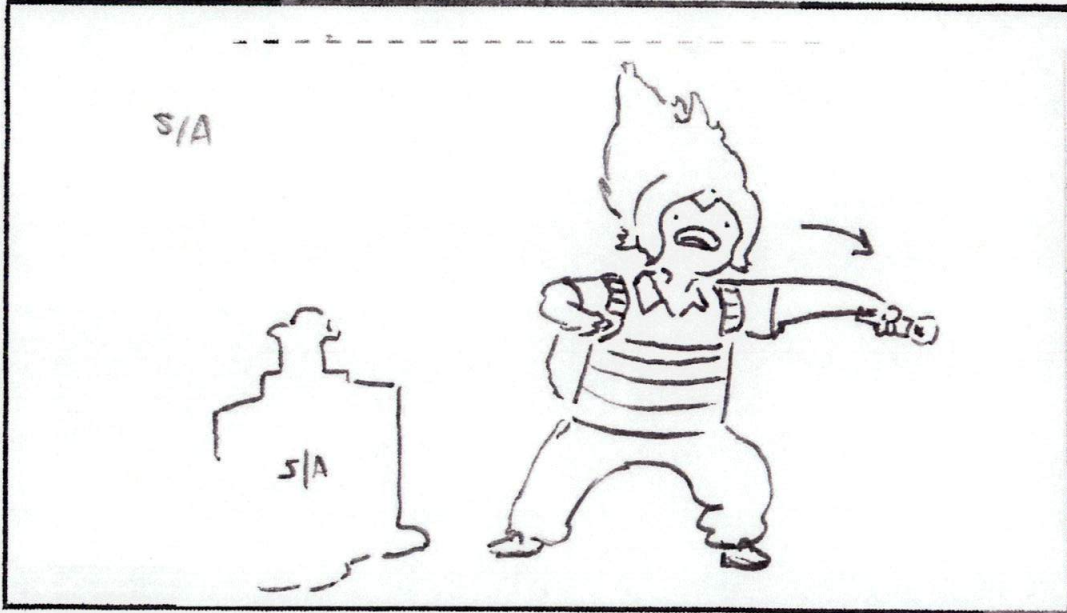
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Sc. 56 CONT Pnl. E

Bg.

day night

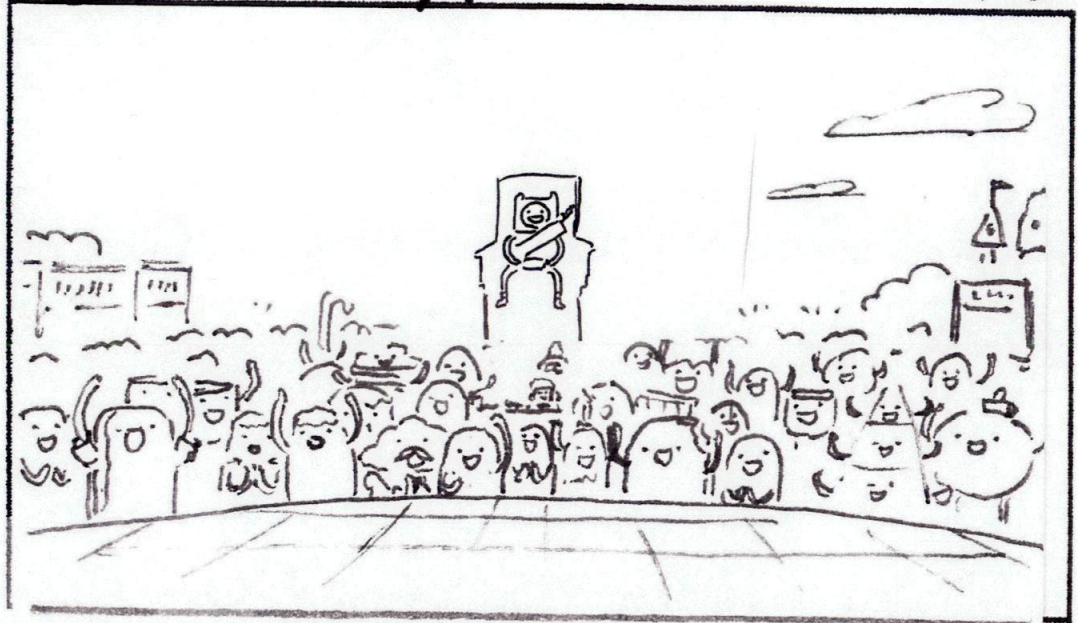


Sc. 57

Pnl. A

Bg.

Page 73
day night



Dialog:

DEC 10 2016

Action:

- FP HOLDS OUT MIC.

CROWD - YEAH!
(Refer to sc. 48)

Timing:

EPISODE #

Production :

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1034/239

1034/239

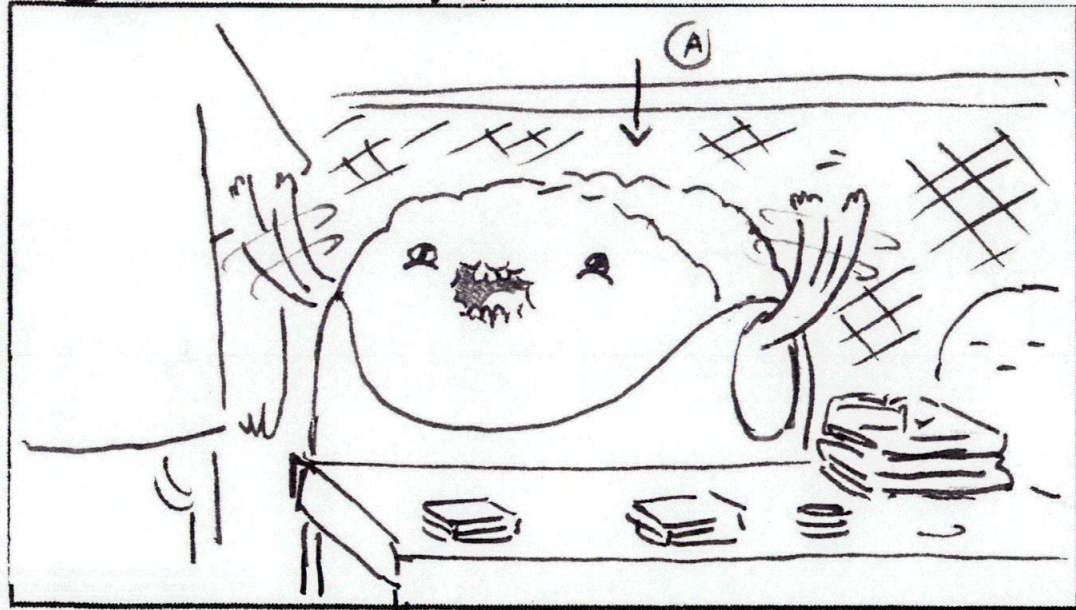


Sc. 58

Pl. A

Bg.

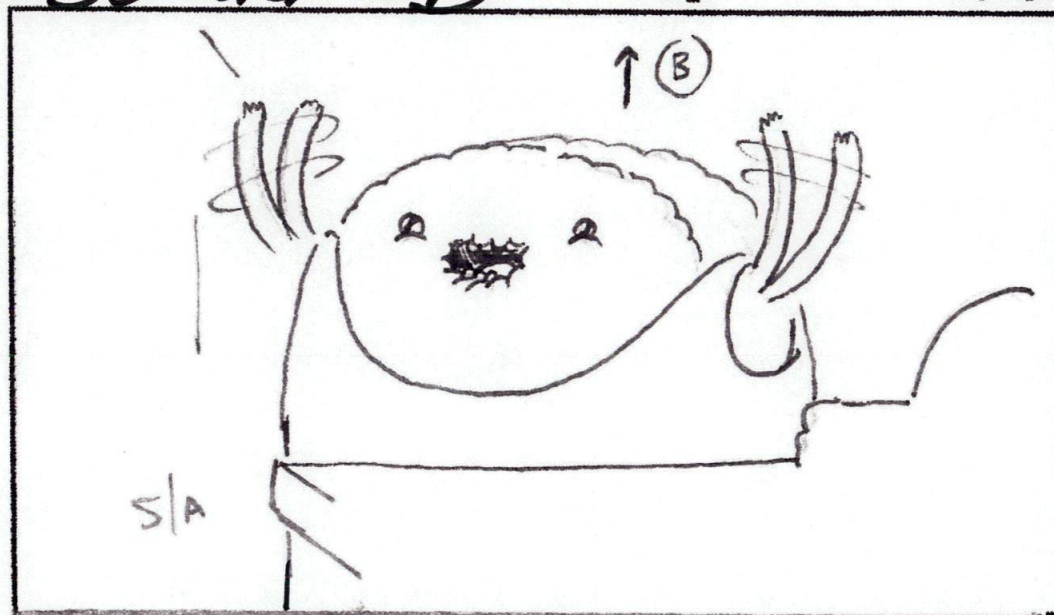
day night



Sc. 58 cont Pl. B

Bg.

day night



Page 74

Dialog:

Action:

Timing:

(CYCLE A, B, A, B)

(CROWD) O/S - CONT'D - YEAH!!

[C BUN BOUNCING UP
& DOWN]

DEC 10 2015

EPISODE #

Production :

1034-239

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1034/239

1034, 239

unscripted

Sc 59

Prnl. A

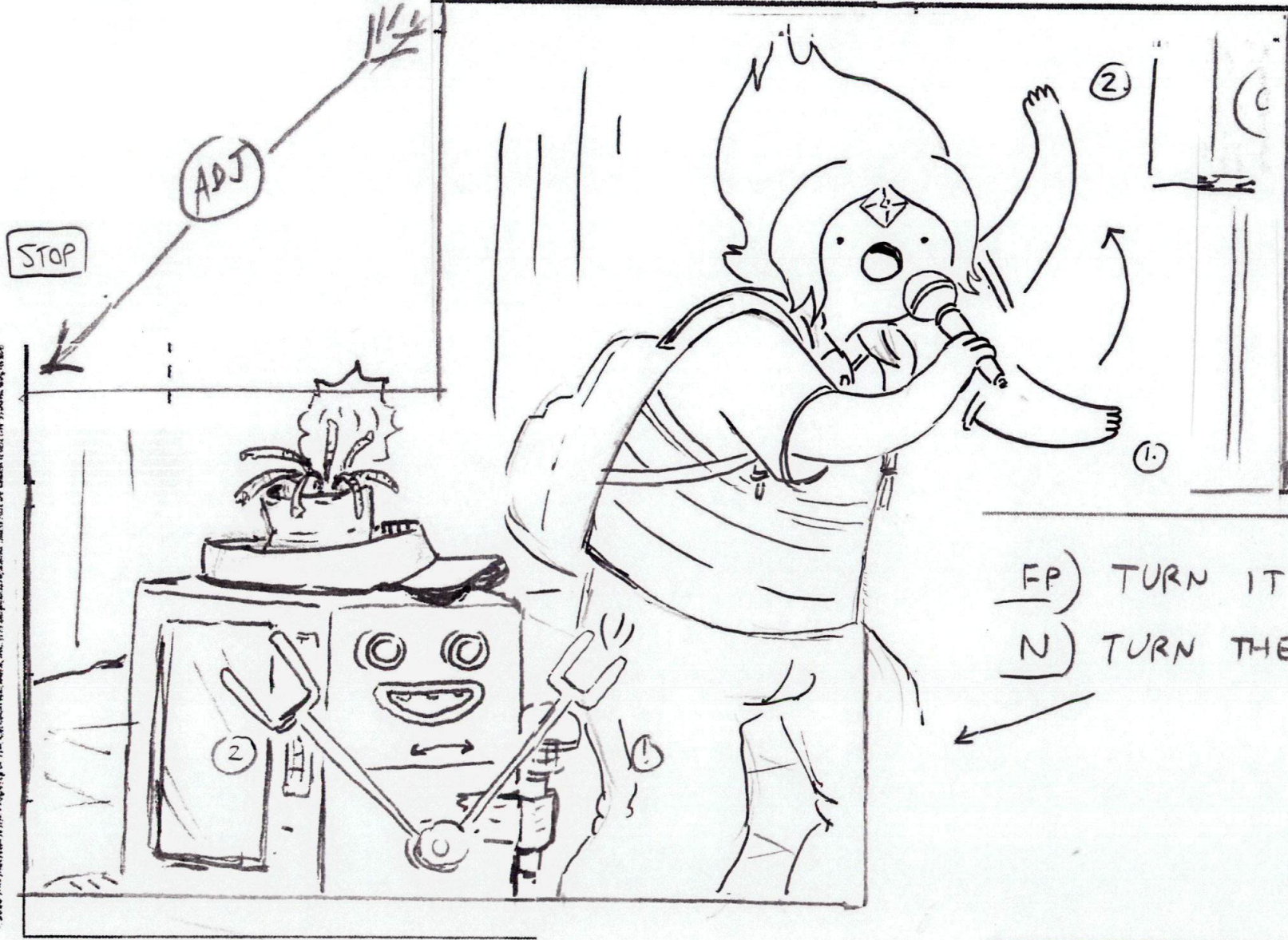
START

Bg.

day night



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-PAN
DOWN TO
NEPTR.

FP) TURN IT UP!
N) TURN THE MUSIC UP!

DEC 10 2015

EPISODE #

Production :

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1034/239

1034/239

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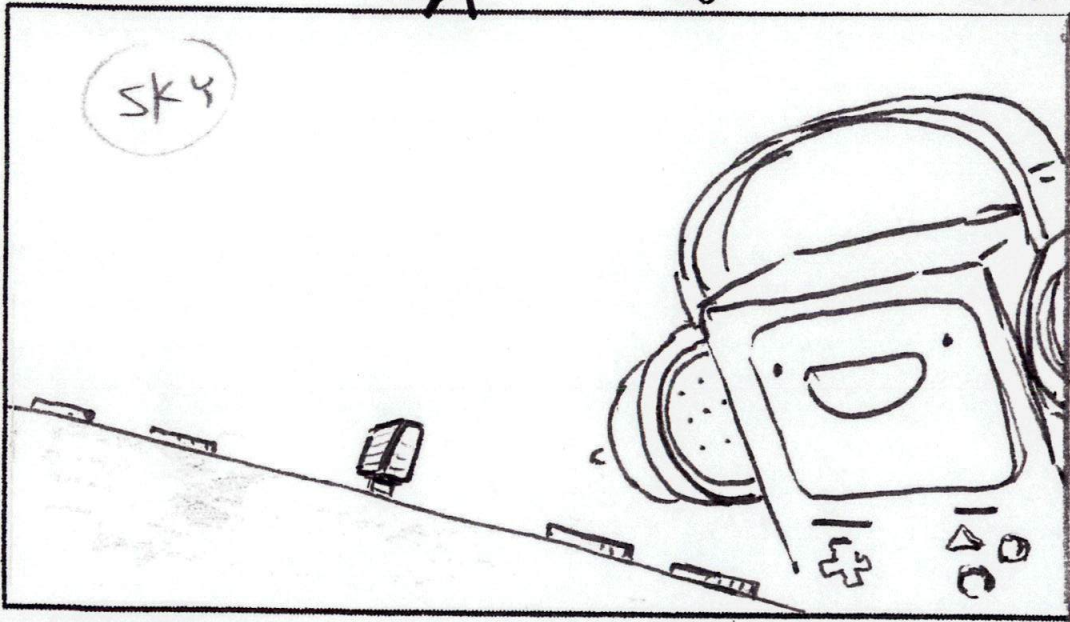


Sc. 60

Pnl. A

Bg.

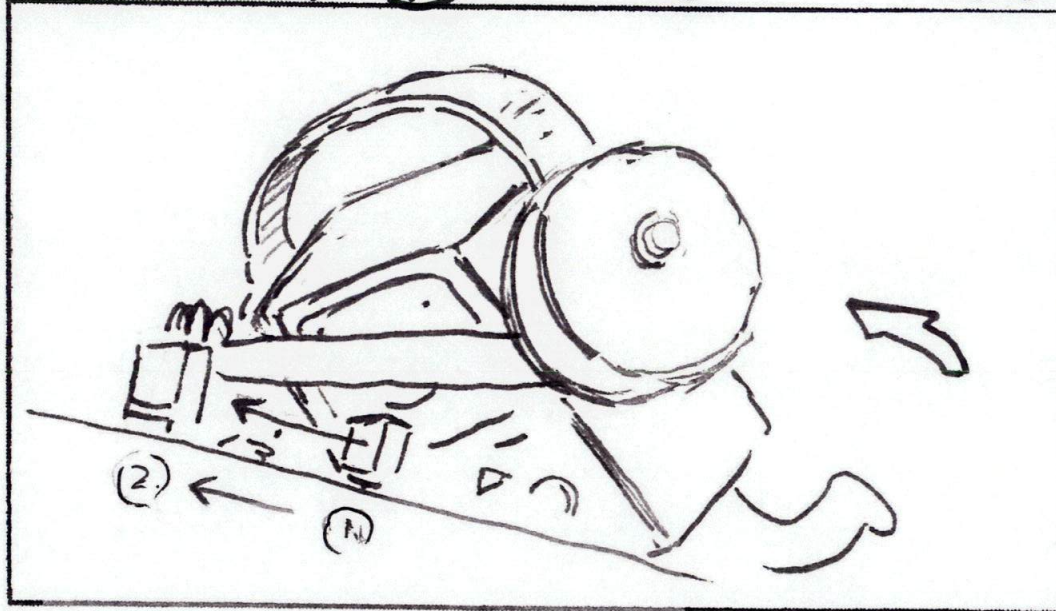
day night



Sc. 60 cont Pnl. B

Bg.

day night



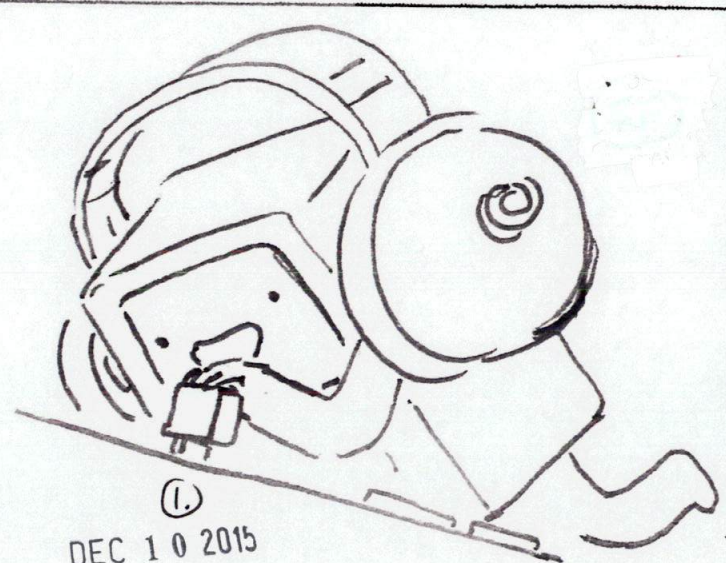
Dialog:

Sfx: * MUSIC GETS LOUDER *

Action:

- BMO PUSHES FADER,

Timing:



DEC 10 2015

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Production :

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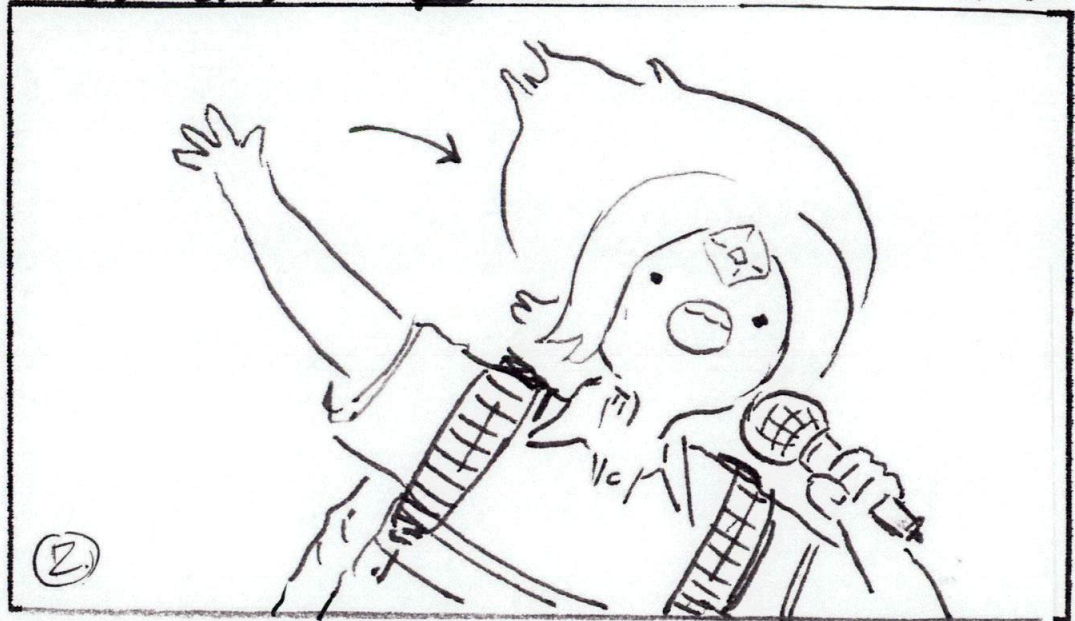
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Sc. 61 Pnl. A Bg. day night



Sc. 61 cont Pnl. B Bg. day night



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Dialog:	FP ① AY YO MY NAME'S FP ② AND I CAME TO -- ②
Action:	
Timing:	DEC 10 2015

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Sc. 61 CONT Pnl. C

Bg.

day night



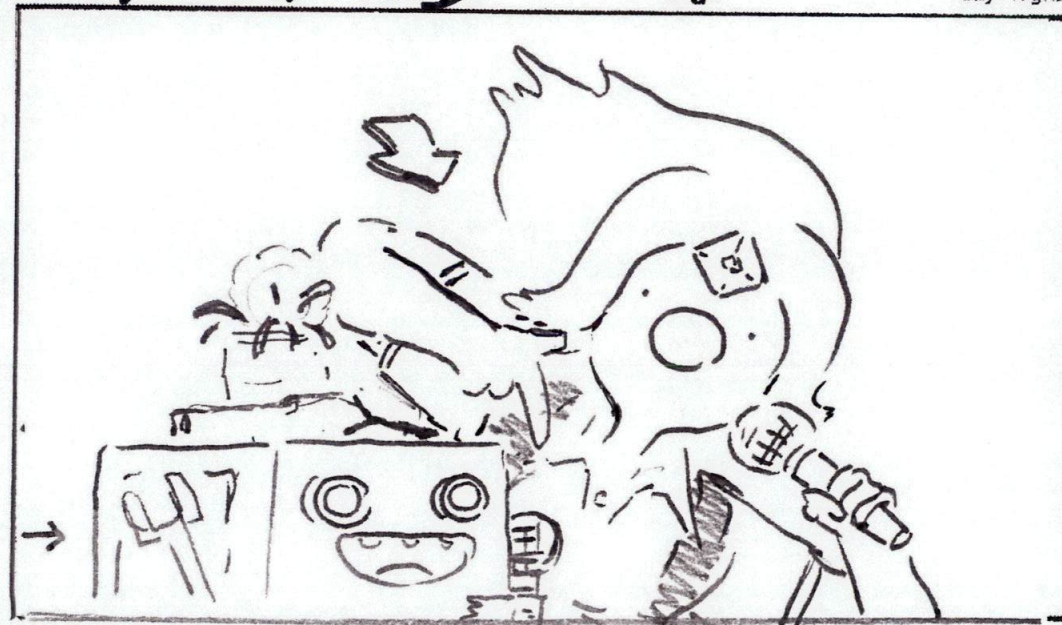
Sc. 61 CONT Pnl. D

Bg.

Page 78
day night



(QUICK ADJUST)



FP
N

TAKE NAMES!

- FP STOOPS.

DEC 10 2015

Production :

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Sc. 62

Pnl. A

Bg.

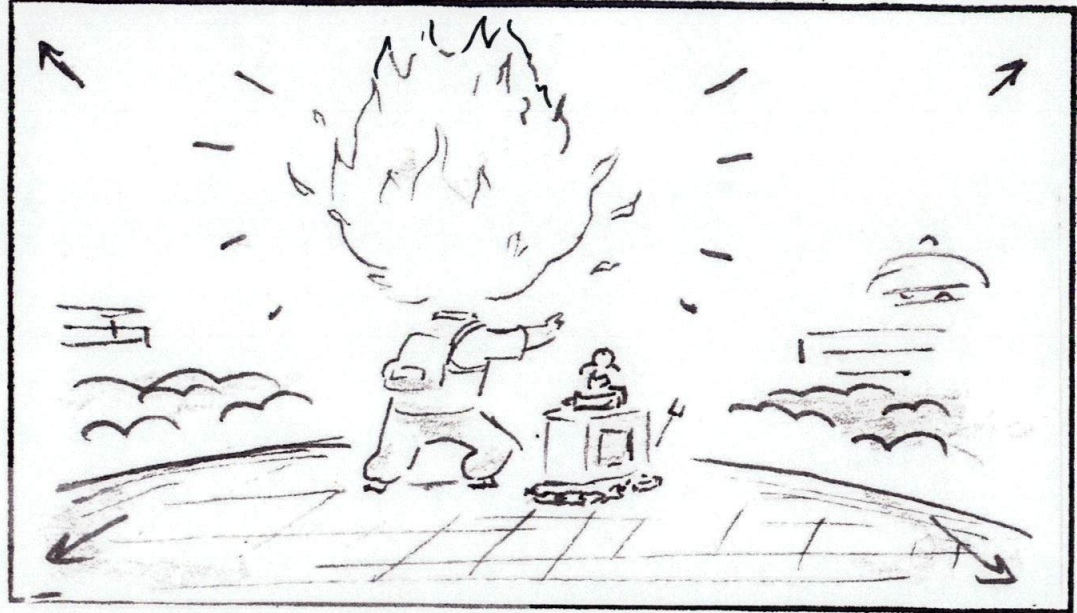
day night



Sc. 62 cont Pnl. B

Bg.

day night



Dialog

FP) I'M NICE WITH THE MIC
AND I'M SPITTIN --



N&FP) STRAIGHT FLAMES!

(TRUCK OUT) [FP HAIR FLAMES UP]

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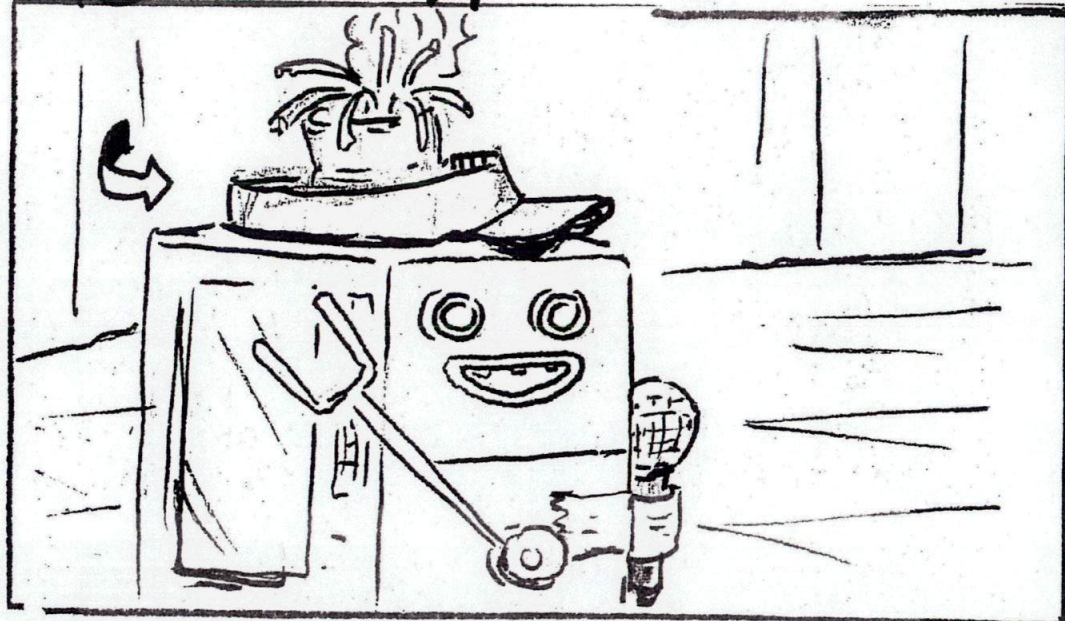


Sc. 63

Pnl. A

Bg.

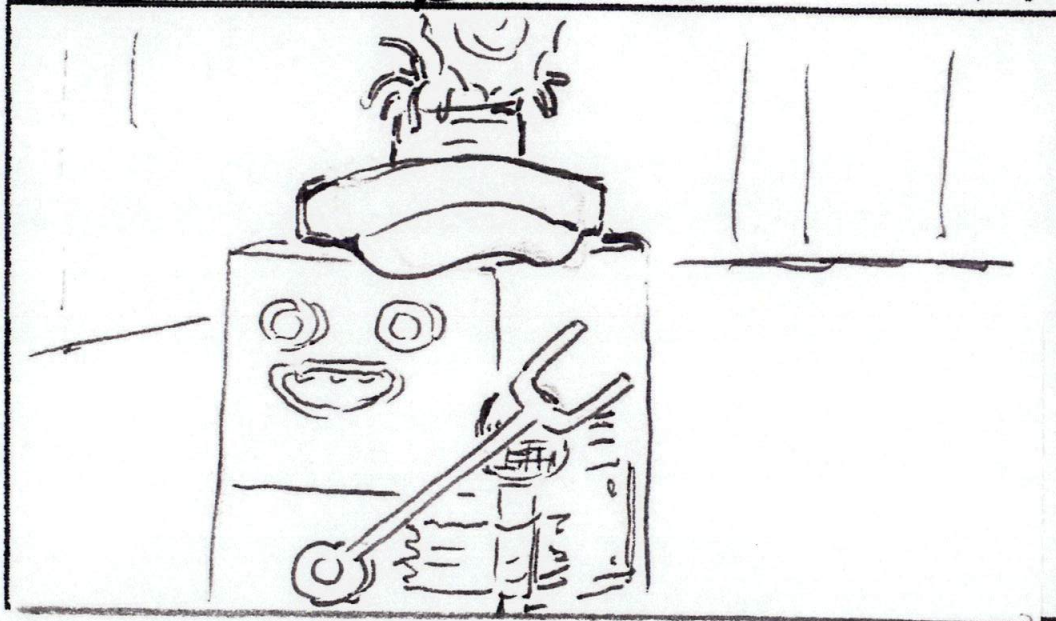
day night



Sc. 63 cont Pnl. B

Bg.

day night



Dialog:

N) THESE OTHER EMCEES --

Action:

DEC 10 2015

Timing:

EPISODE #

Production :

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Sc. 63 cont Pnl. C

Bg.

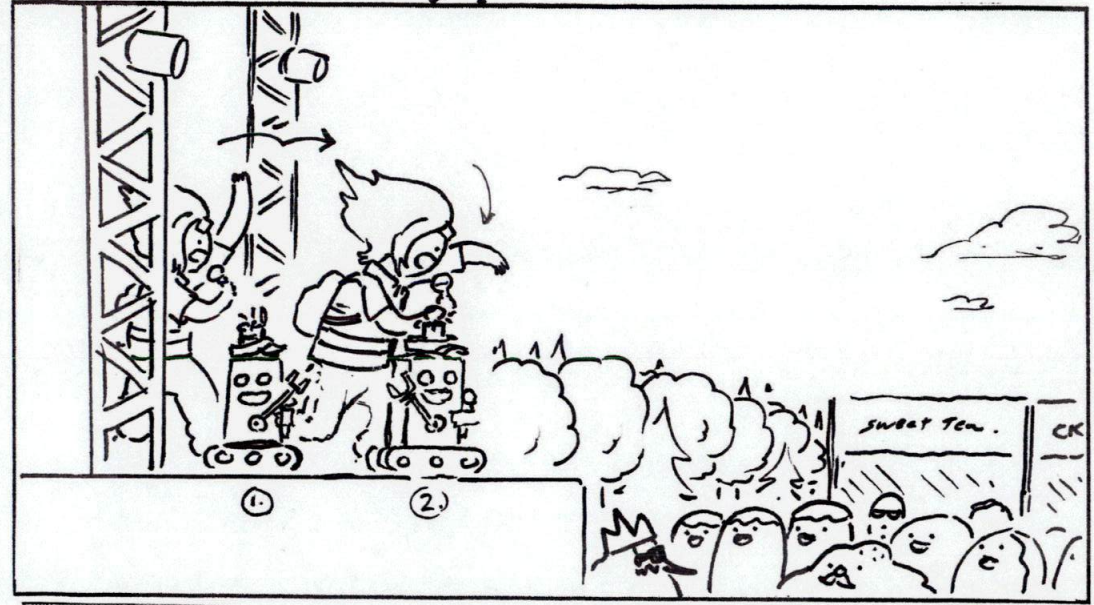
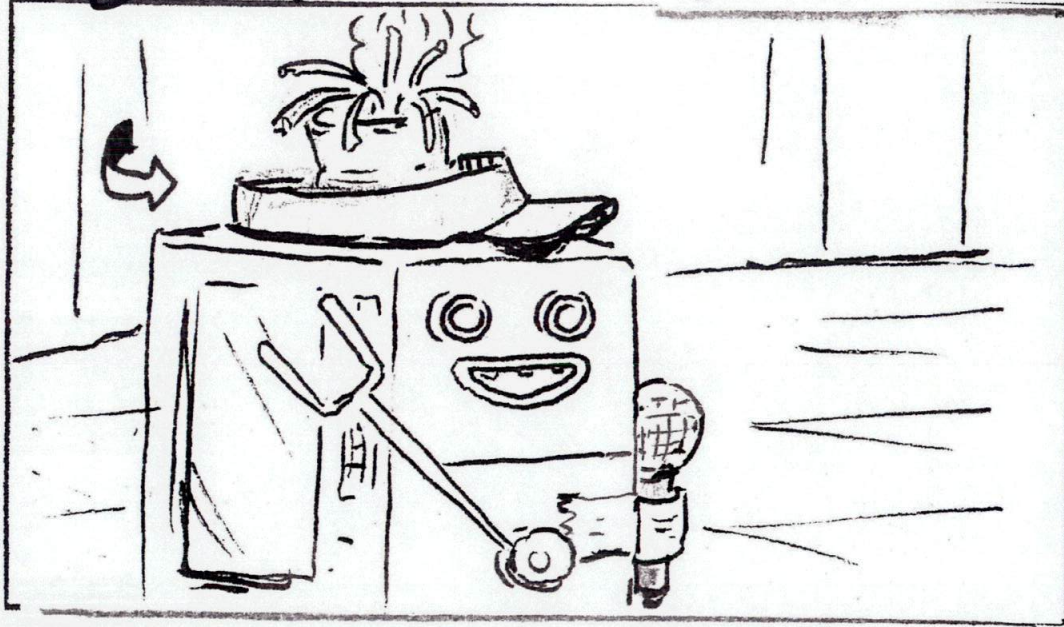
day night

Sc. 64

Pnl. A

Bg.

day night



Dialog:

N) [↓] - BE SPITTIN' [↓]
(CONT.)

N & FP) ① STRAIGHT ② LIES!

Actio

(FP arm snap on "Lies!") DEC 10 2015

Timing:

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Production :

1034/239

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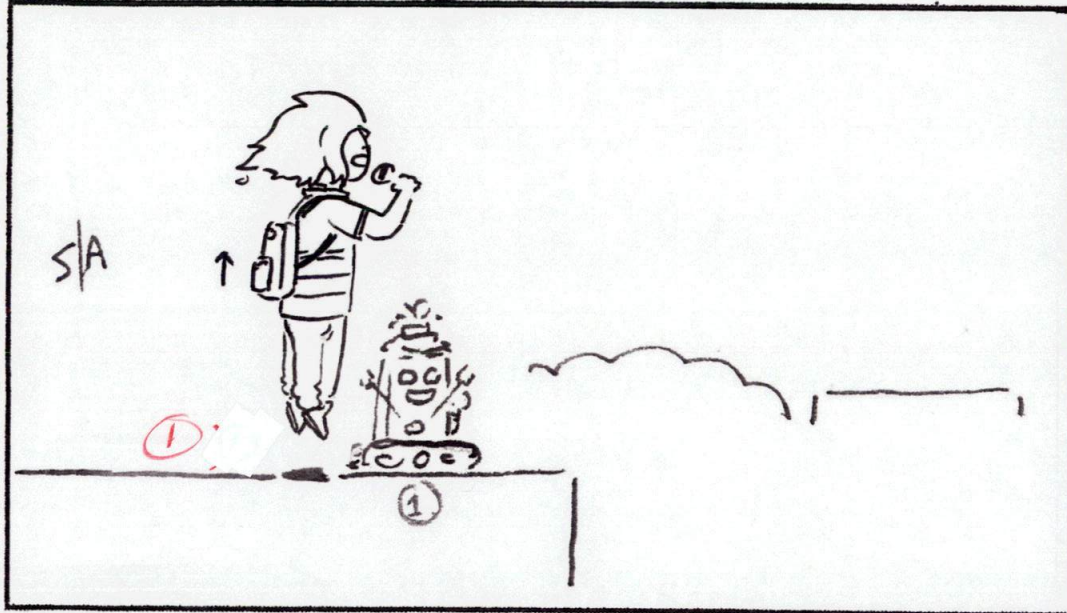
2006 This material is the property of the production company and is not to be distributed or used in any way without the written permission of the production company.



Sc. 64 cont Pnl. B

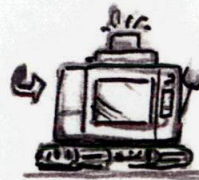
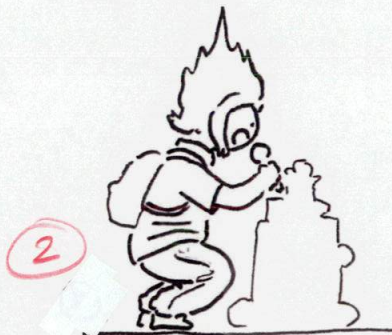
Bg.

day night

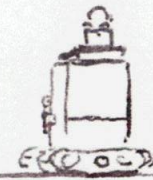


Dialon:

N) I'M A ^(A)MAC ON THE ^(B)TRACK,
AND I'M ^(A)KNOWN TO --



(2)

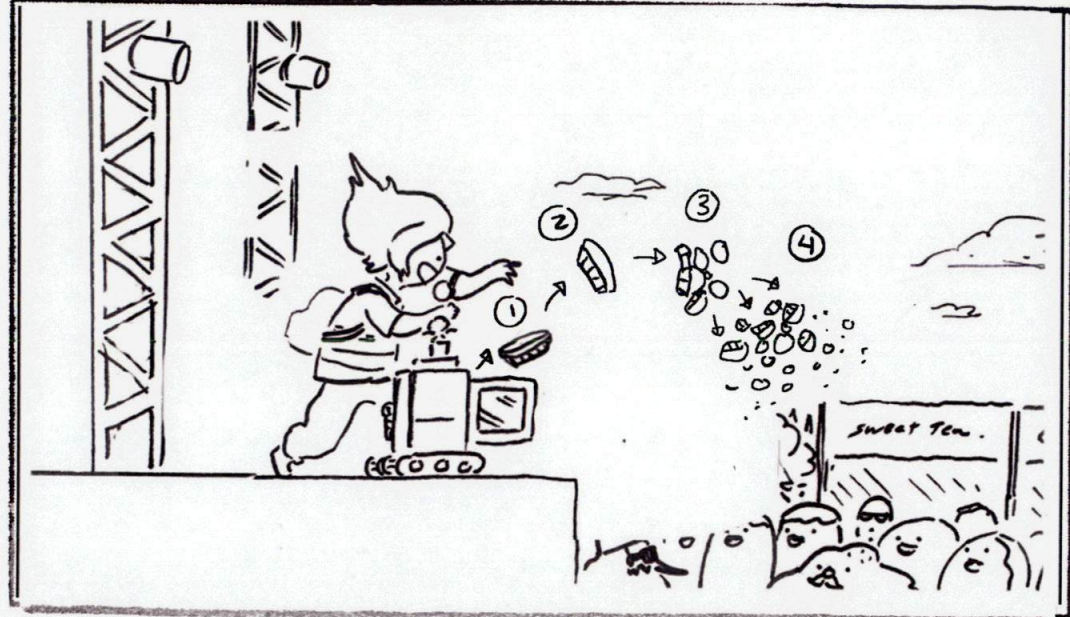


(3) [NEPTR SPINS AROUND]

Sc. 64 cont Pnl. C

Bg.

Page 82
82A NEXT



N & FP) BAKE PIES!

(N SHOTS PIE.)
AT CROWD.

DEC 10 2015

EPISODE #

Production :

ADVENTURE TIME



Sc. 64 *CONT* Pnl. D

Bg.

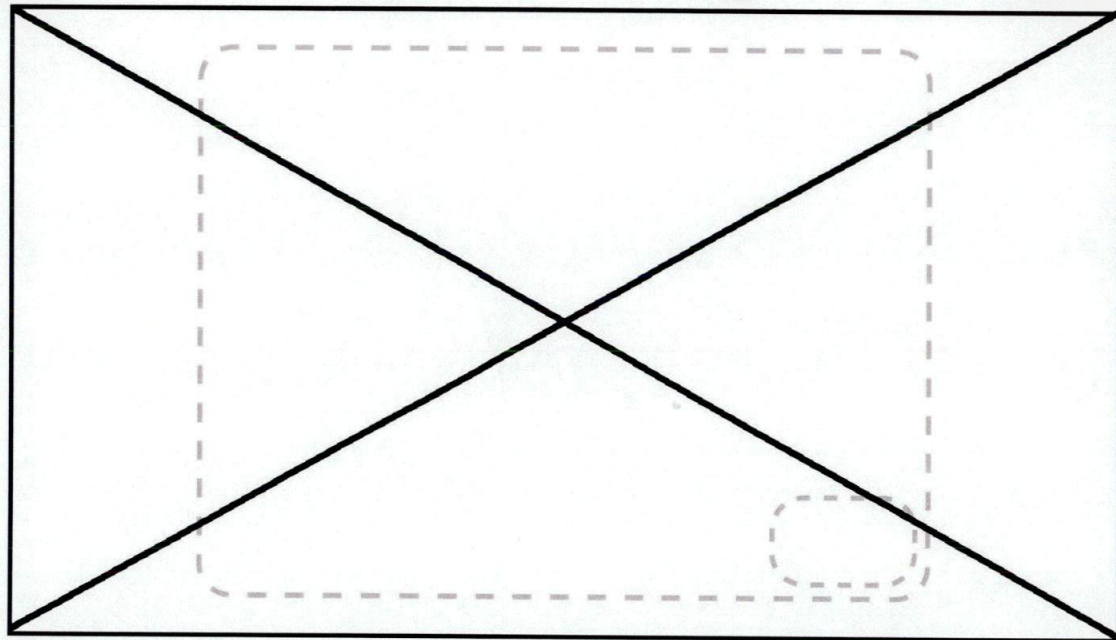
day night

Sc.

Pnl.

Bg.

Page 82A
83 next
day night



Dialog:

Action:

Timing:

DEC 10 2015

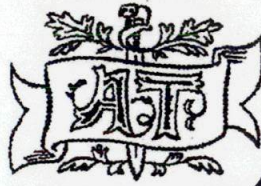
EPISODE # 1034-239

Production:

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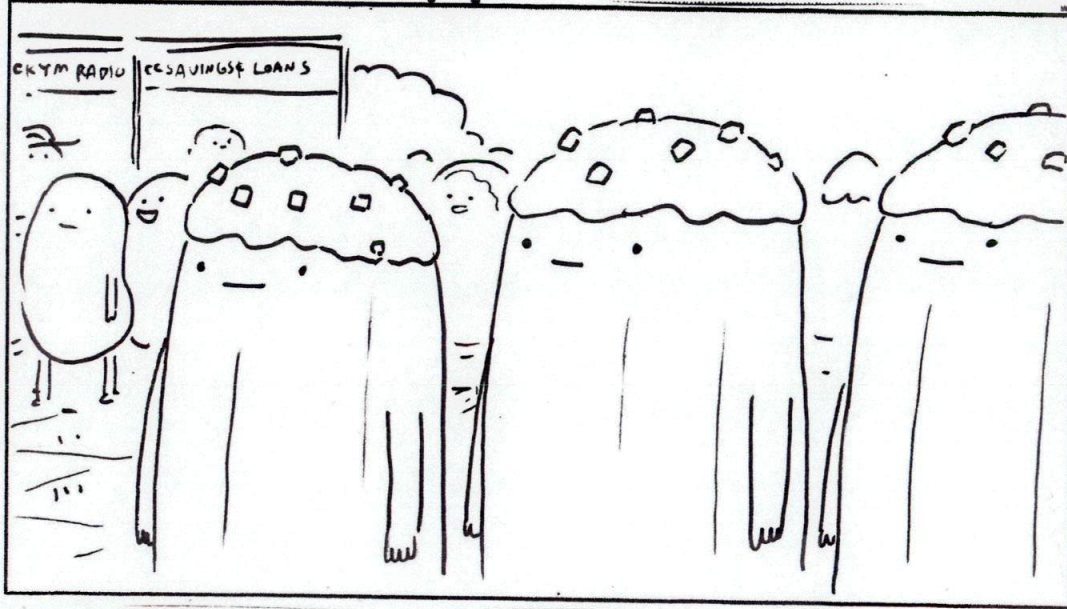


Sc. 65

Pl. A

Bg.

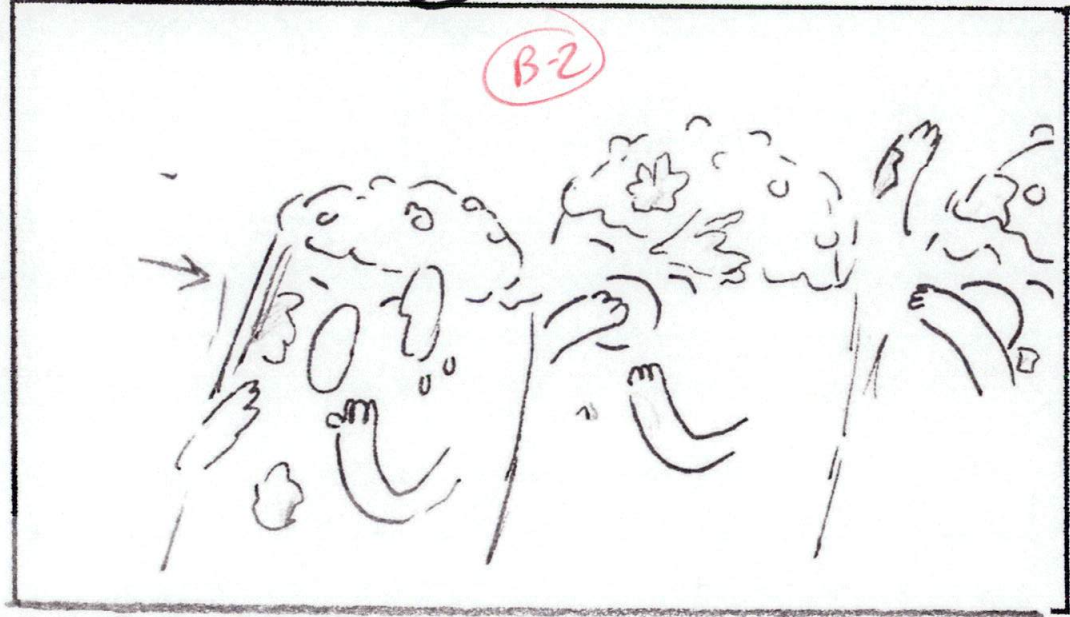
day night



Sc. 65 cont Pl. B

Bg.

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day night



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Sc. 66

Pnl. A

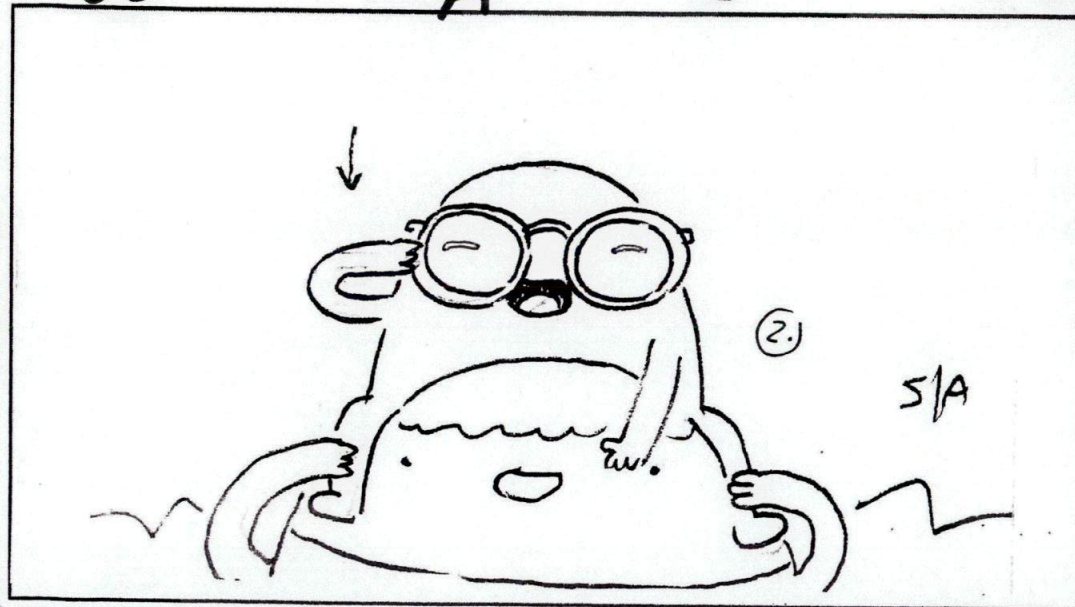
Bg.

day night

Sc. 66 cont Pnl. B

Bg.

day night



Dialog:

(O/S)
N & FP) WHEN WE COME THROUGH RESPECT THE EMCEES.

(CYCLE 1, 2, 1, 2)

Action:

(CONCUSSED GRANDSON)

Timing:

DEC 10 2015

Production :

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Sc. 67

Pnl. A

Bg.

day night

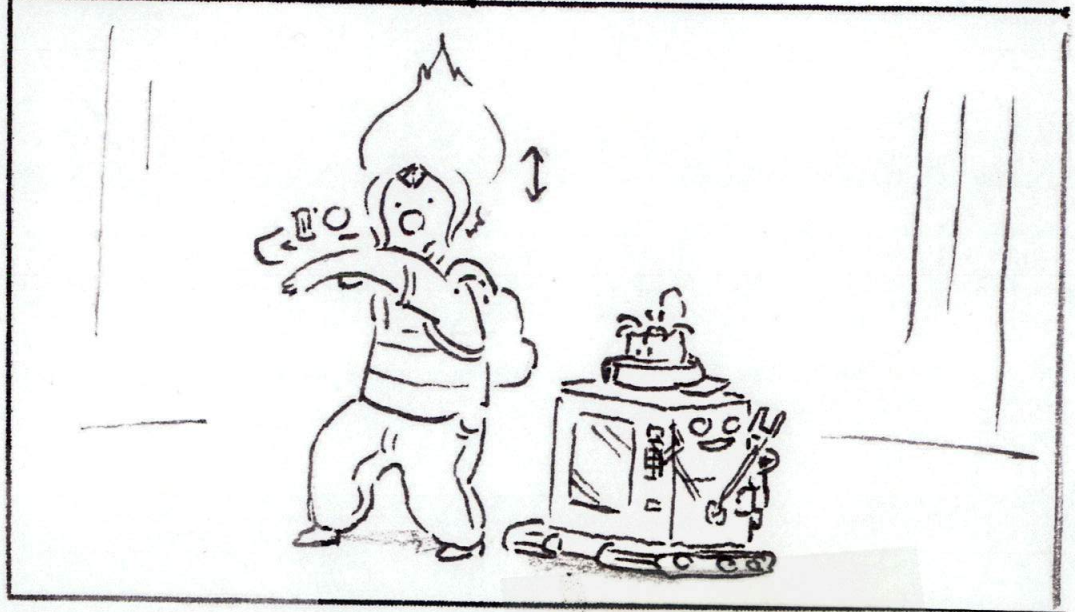


Sc. 68

Pnl. A

Bg.

day night



Dialog:

N & FP) THE NAME OF THE CREW'S
NEPTR AND FP. ↓

N+FP) EVERYBODY ↓

Timing:



DEC 10 2015



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Production :

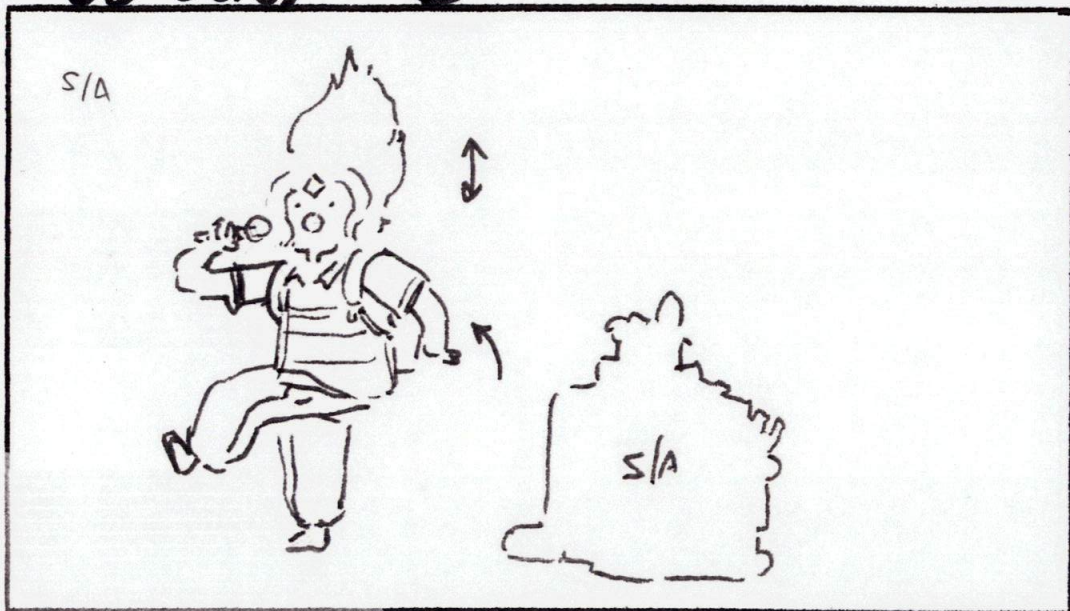
1034/239



Sc. 68 cont Pnl. B

Bg.

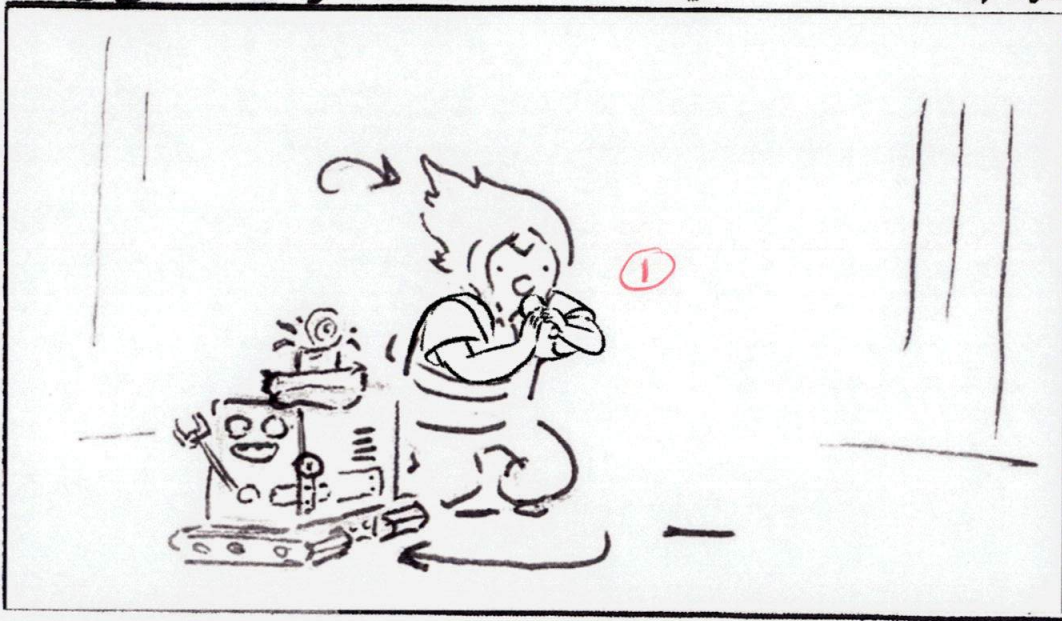
day night



Sc. 68 cont Pnl. C

Bg.

day night



Dialog:

N&FP) KNOWS WE NOT --

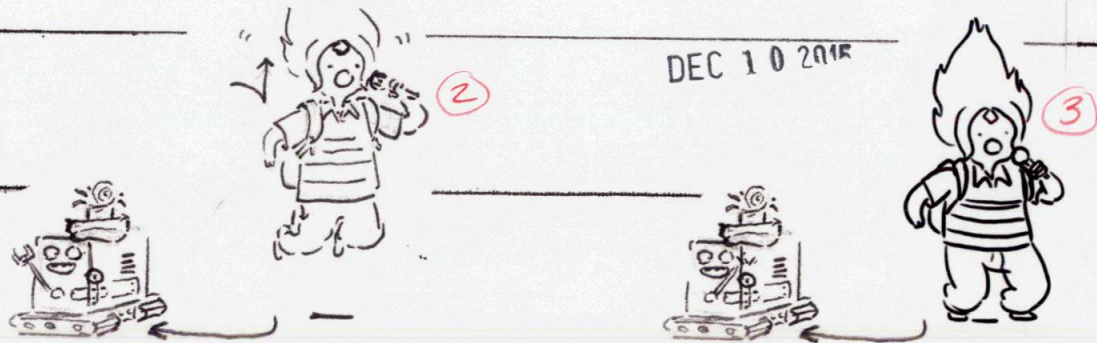
N&FP)

GON' STOP HERE.

CAUSE' WE GOT THE FRESHEST ALBUM

Acti

Timi



EPISODE #

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1034/239

1034/239

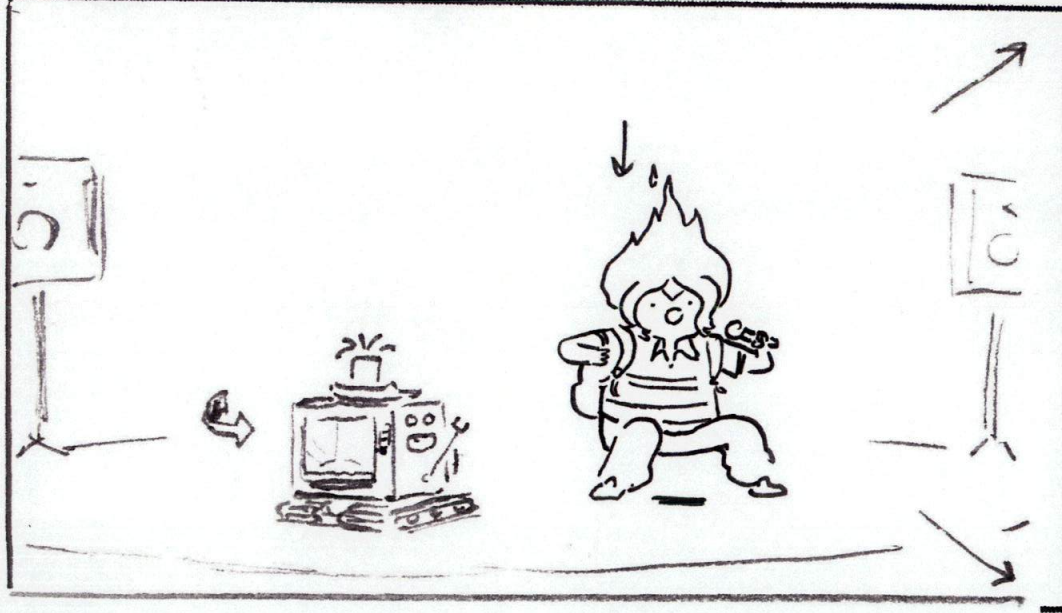
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Sc. 68 cont Pnl. D

Bg.

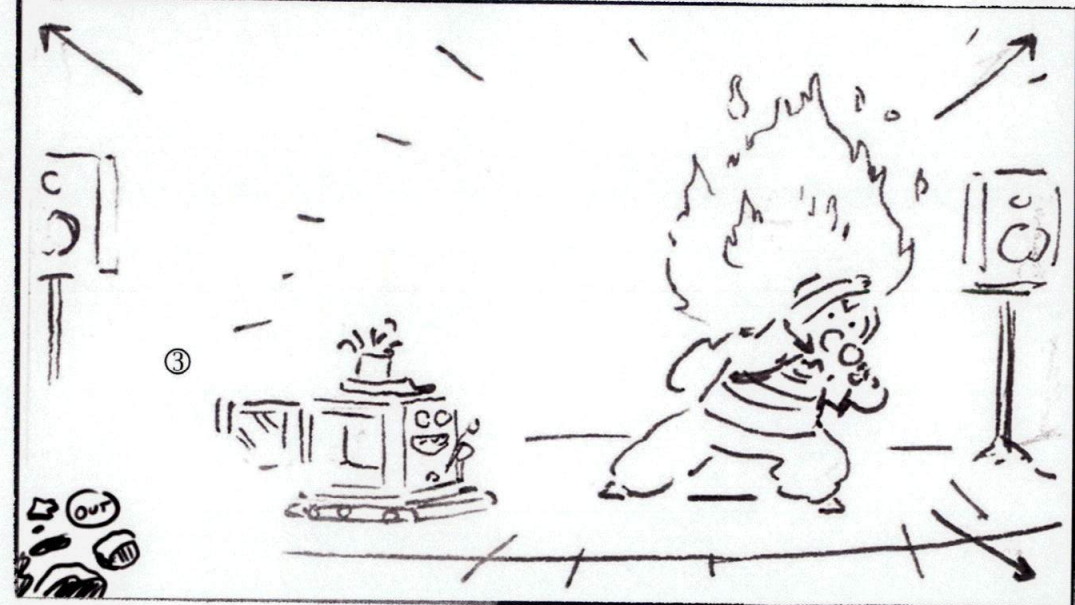
day night



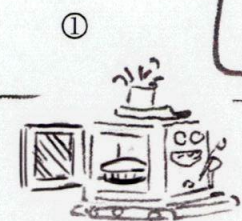
Sc. 68 cont Pnl. E

Bg.

day night



Dialog:		N & FP) OF THE YEEEAAR!!!	
Action:		[N SHOTS A PIE FP HAIR GETS BIG]	
Timing:		DEC 10 2015 ②	



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Production :

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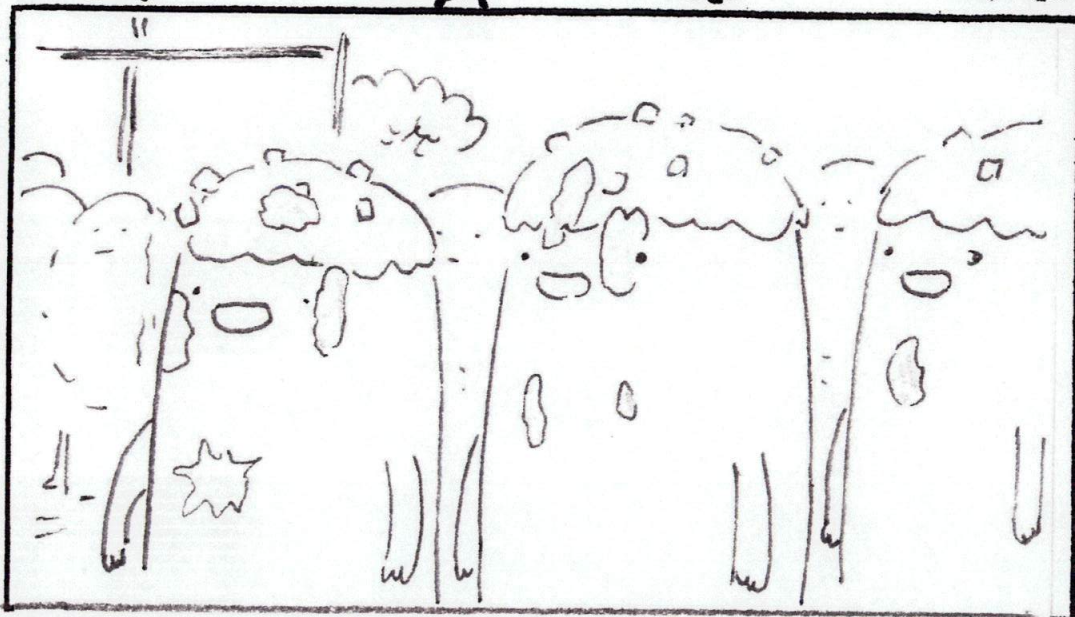


Sc. 69

Pnl. A

Bg.

day night



Sc. 69 cont Pnl. B

Bg.

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day night



Dialog:

SP

Action:

BG's
AUDIENCE

YAH HH!!

Timing:

DEC 10 2015

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Production :

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Sc. 69 cont Pnl. C

Bg.

day night

Sc. 70

Pnl. A

Bq.

Page 89
day night



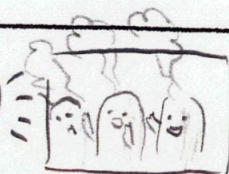
Dialog:

(SFx)

SPLAT!

Action:

(BG'S LIKE IT THIS TIME.)
(MAYBE HAVE JELLY BURN OFF?)
(FROM HEAT)



CROWD : YEAHH!!

DEC 10 2015



#300513

Production :

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1034/239

Sc.

Pnl

Ba.

Page 90
day night

day night

1034-239

#3051d3

Production :

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10 34 / 239

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Sc.

Pnl.

Bg.

day night

Sc.

Pnl

Ba.

Page

day night

OUT

Dialog:

Action:

Timing:

F) Wow,

DEC 10 2015

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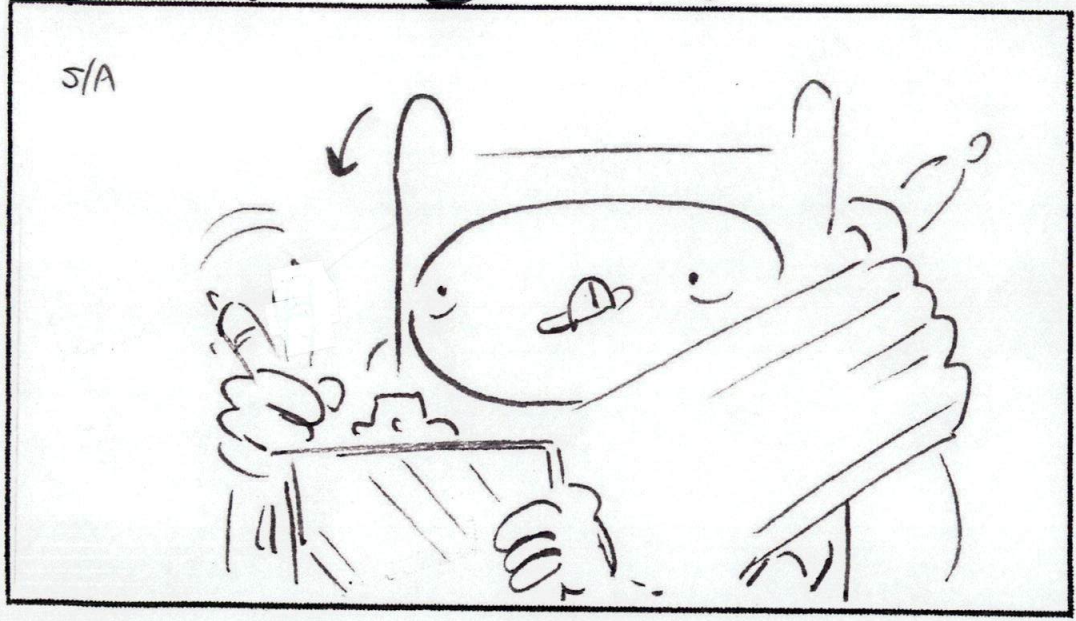


Sc. 71 cont

Pnl. B

Bg.

day night



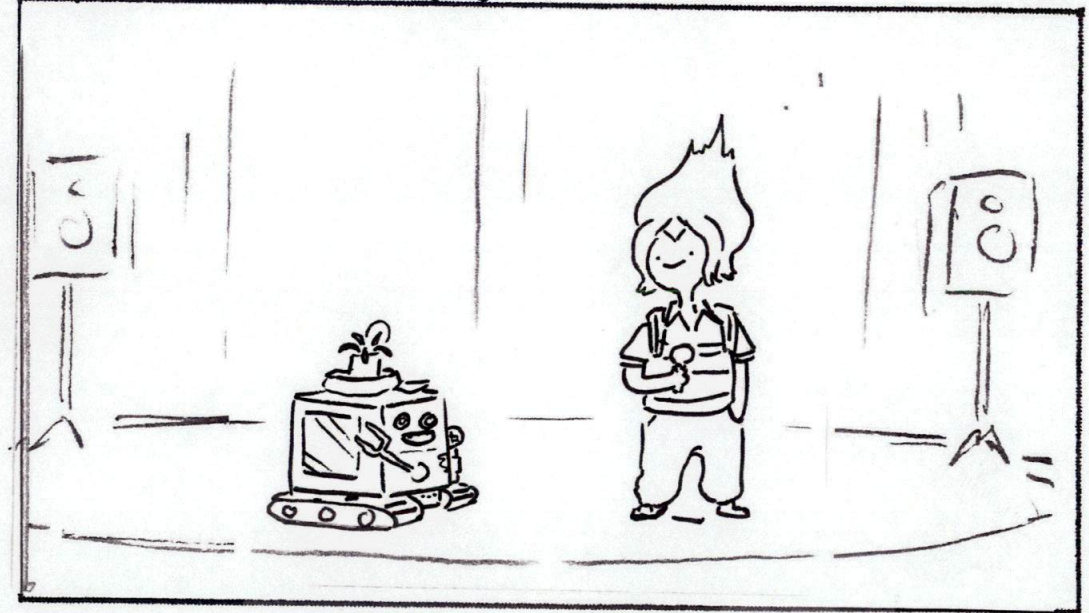
S/A

Sc. 72

Pnl. A

Bg.

day night



Dialog:

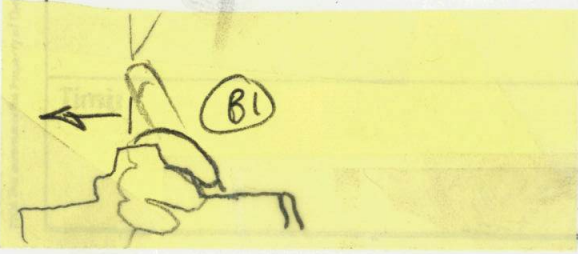
F) I wonder how long they practiced that

N) DON'T FORGET TO CHECK OUT OUR MERCH TABLE.

Action:

- F. WRITES ON CLIPBOARD.

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Production :

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1034/239

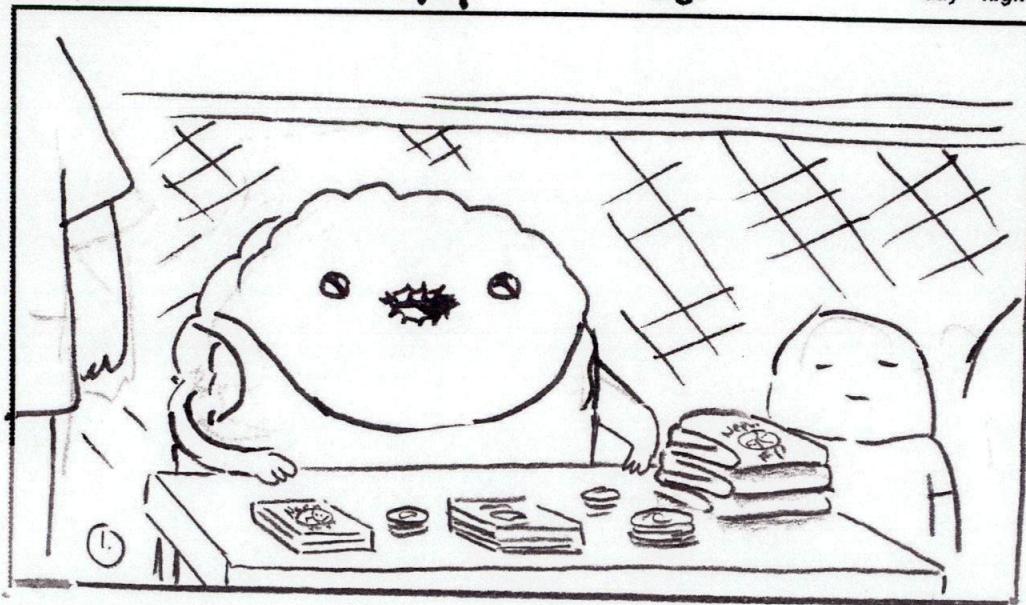
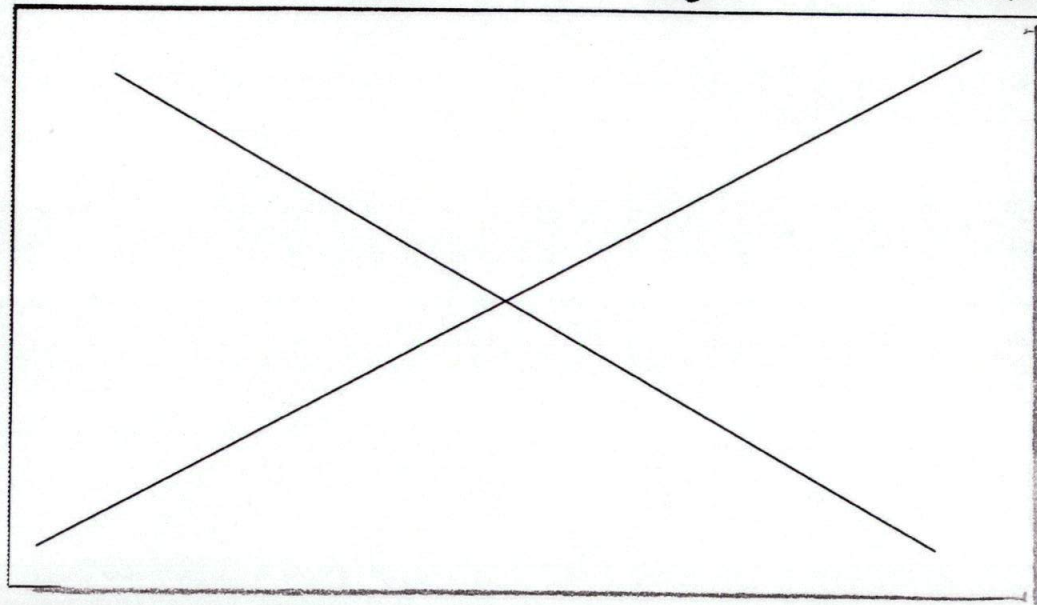
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ADVENTURE TIME



Page **92**

Sc. Pnl. Bg. day night Sc. **73** Pnl. **A** Bg. day night



Dialog:

Ac

Timing:

FP) YEAH



- CB GRABS
CD OFF
TABLE

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1034/239

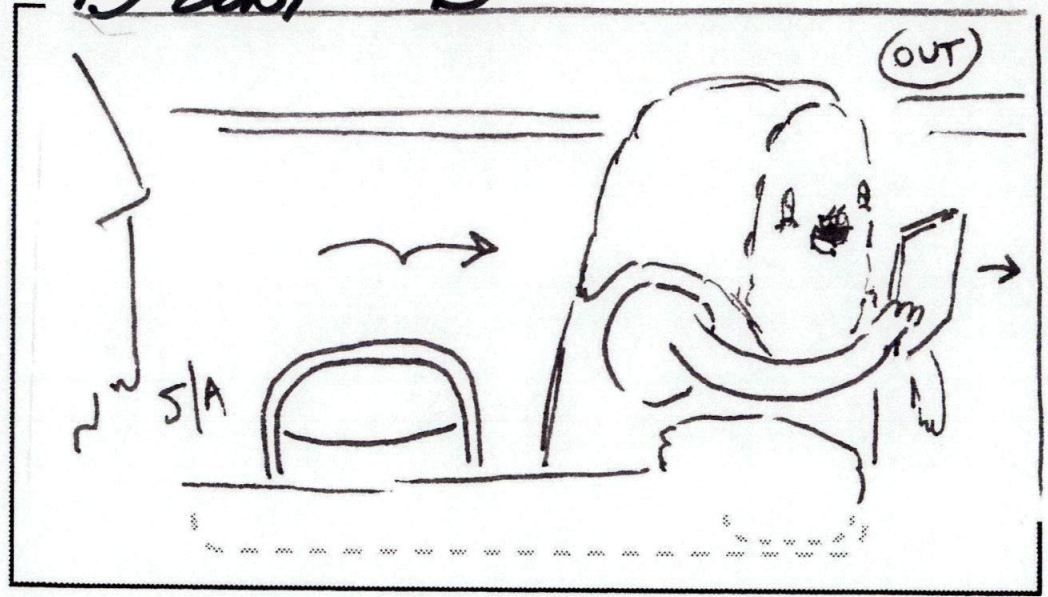
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ADVENTURE TIME



Sc. 73 cont Pnl B

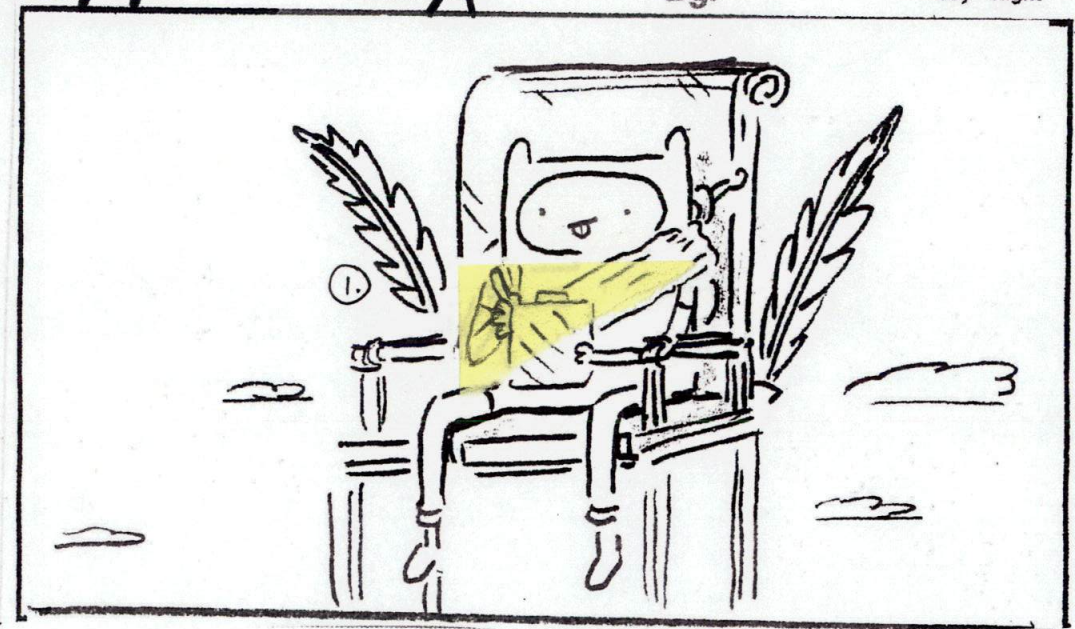


Sc. 74

Pnl. A

Bg.

Page 93
day night



Dialog:

FP (OS): we have CD's and tshirts for sale

Action:

- CB RUNS OFF/S.



(F writing) (hears footsteps)

Timing:

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Production:

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1034/239

1034/239

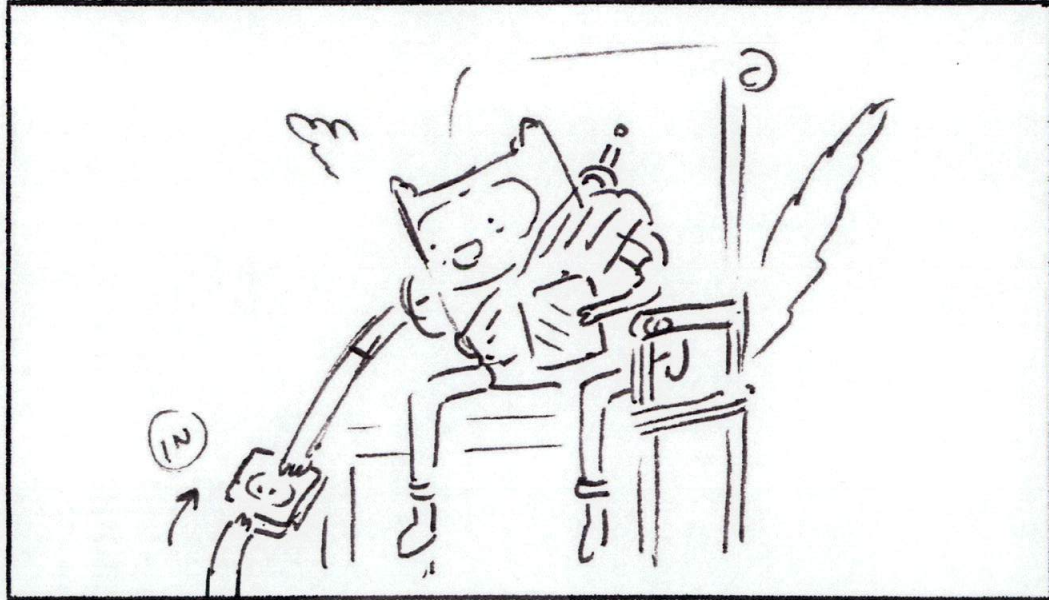
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Sc. 74 CONT Pnl. B

Bg.

day night

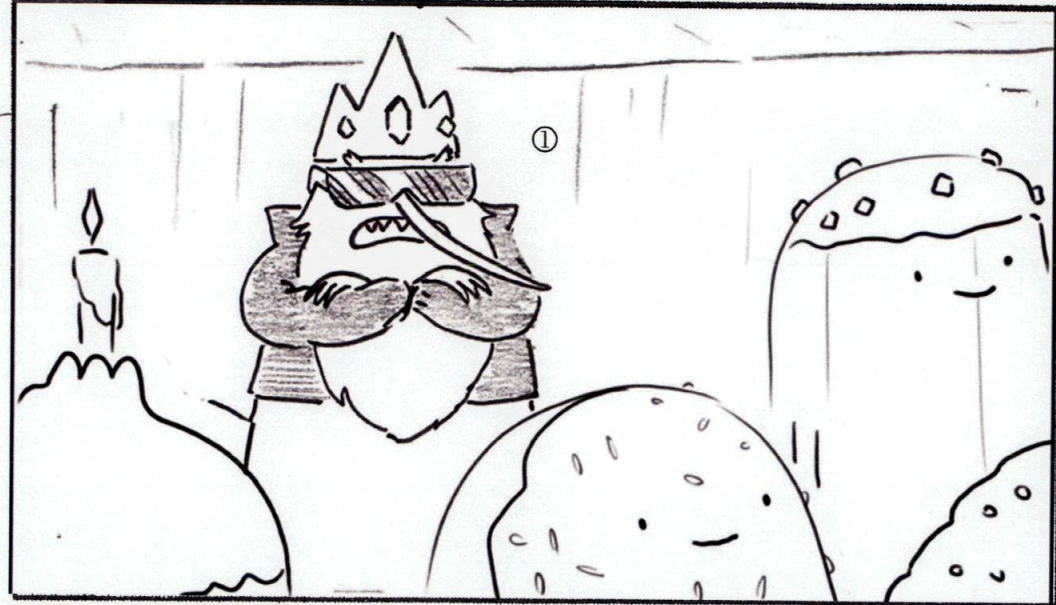


Sc. 75

Pnl. A

Bg.

Page 94
day night



Dialog:

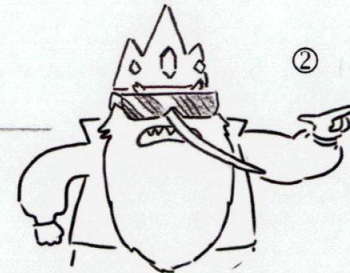
F) AWE NICE.

IK: HEY

Ac

[CB HANS FINN A C.D.]

Til



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Sc. 75 cont Pnl. B

Bg.

day night



Sc. 76

Pnl. A

Bg.

day night



Dialog

IK: THEY'RE TRYING TO BRIBE
THE CELEBRITY GUEST JUDGE!

PB)

So much talent.

SFX: * CLAPPING *

Action

Timin



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in

1034/239

Production :

1034/239



Sc. 76 cont Pnl. B Bg. day night



Sc. 76 cont Pnl. C Bg. day night



Dialog	<u>PB</u>) HERE TODAY.	<u>PB</u>) PLEASE HELP US WELCOME OUR NEXT CONTESTANT TO THE STAGE.
--------	-------------------------	--

Acti	DEC 10 2015
------	-------------

Timi

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Production :

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1034/239

1034/239

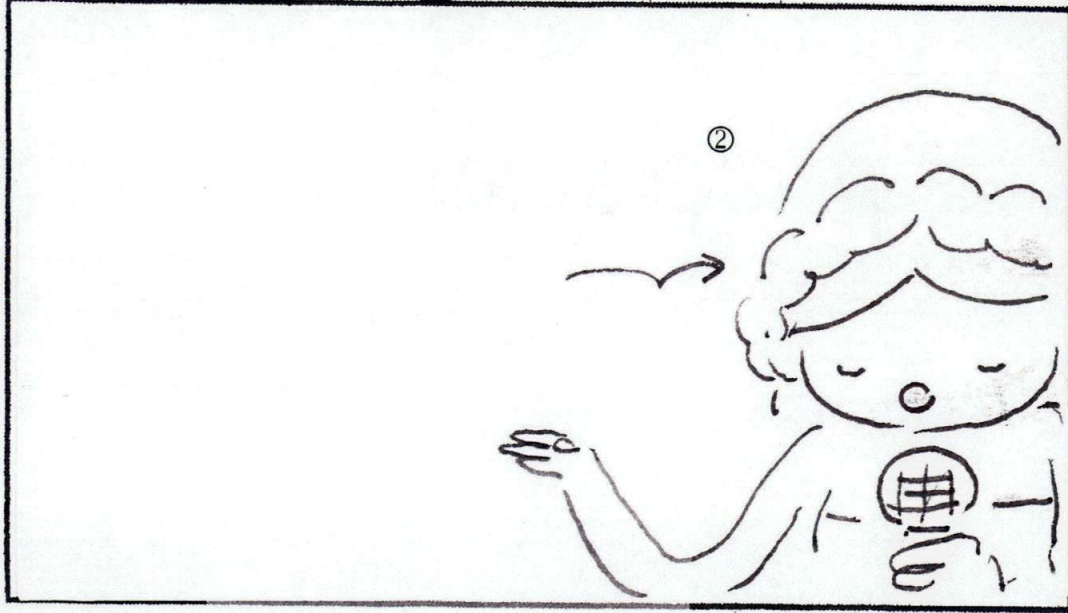
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Sc. 76 cont Pnl. D

Bg.

day night



Sc. 76 cont Pnl. E

Bg.

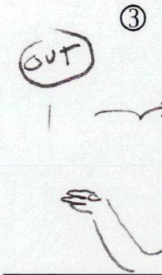
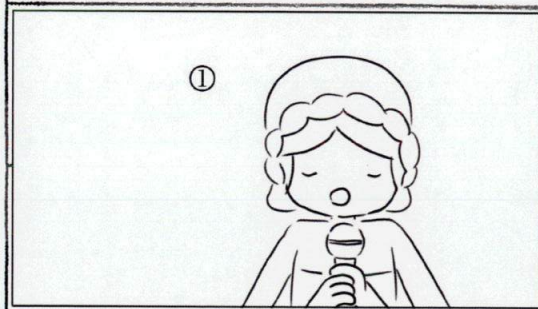
day night



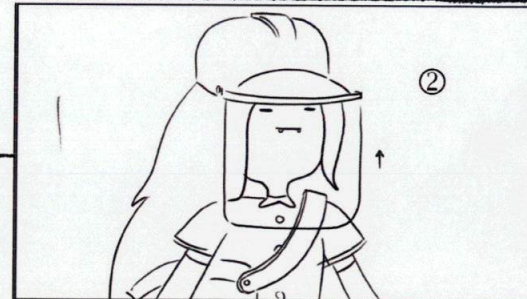
Dialog:

PB) MARCELINE, THE VAMPIRE QUEEN...

- MARCELINE RISE UP, IN WEARING PROTECTIVE GEAR.



PB EXITS
SCREEN RIGHT



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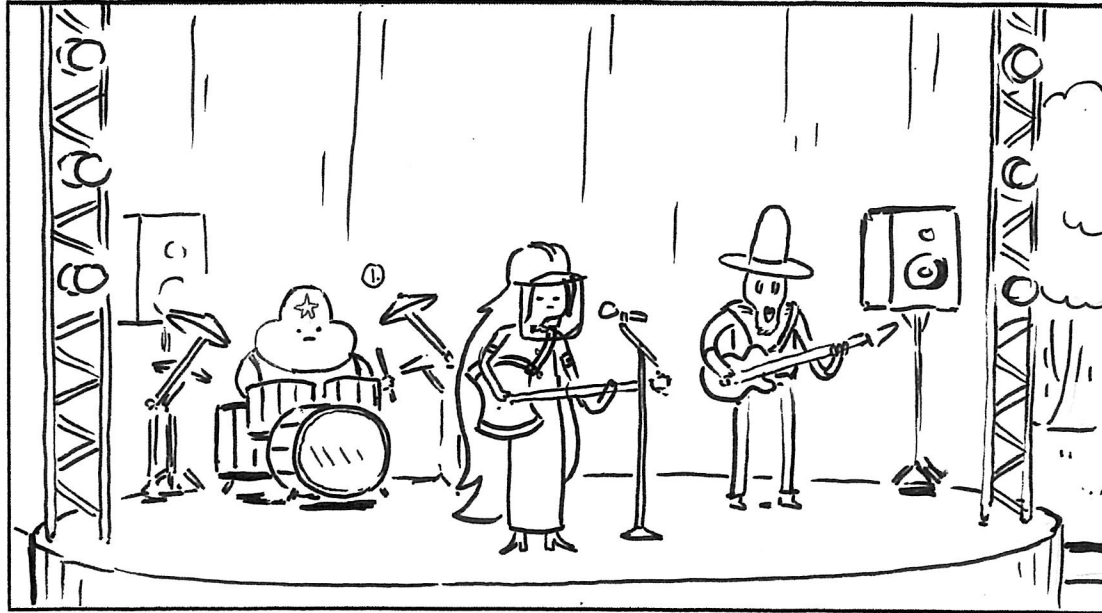
Page 98

Sc. 77

Pnl. A

Bg.

day night

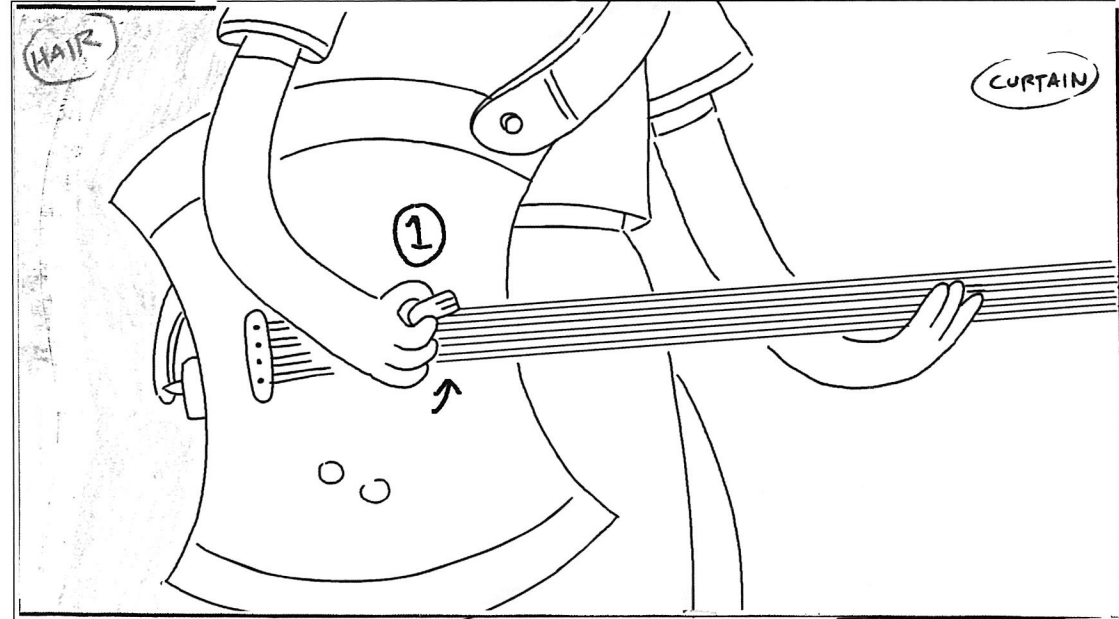


Sc. 78

Pnl. A

Bg.

day night



Dialog:

SFX: * SONG STARTS *

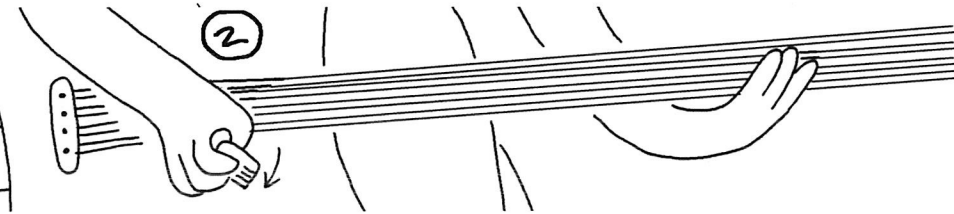
Action:

[CUE MITSKI SONG
'FRANCIS FOREVER'
(1,2,1,2,1,2)]



Timing:

①, ②, ①, ② ect. CYCLE



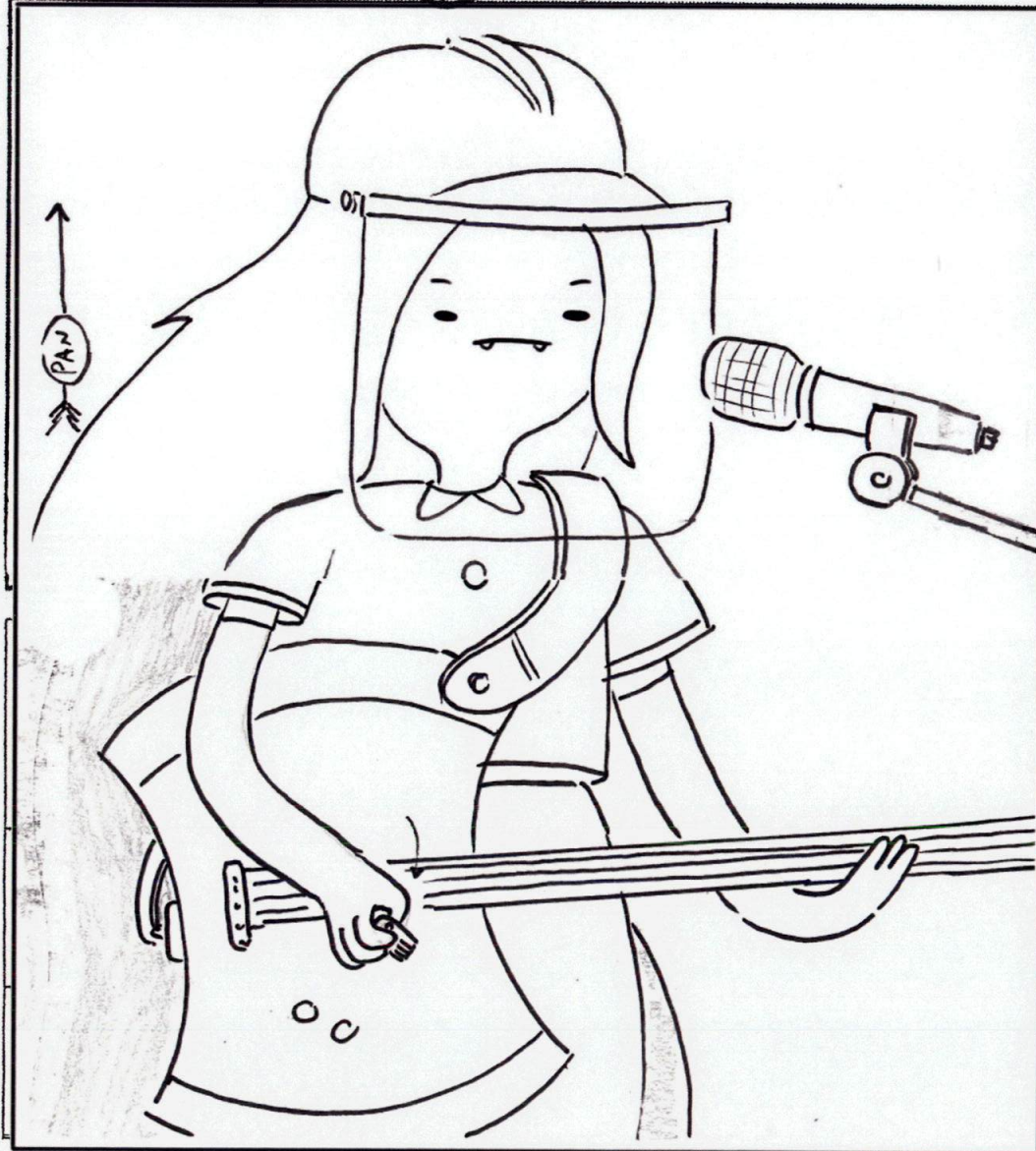
EPISODE #

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Production :



Sc. 78 cont Pnl. B Bg.



day night

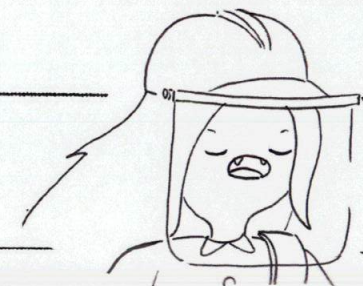
Sc. 78 cont Pnl. C Bg.



Page 99 day night

M) I DON'T KNOW WHAT
TO DO WITHOUT YOU...

-PAN UP TO MARCELINE'S FACE.



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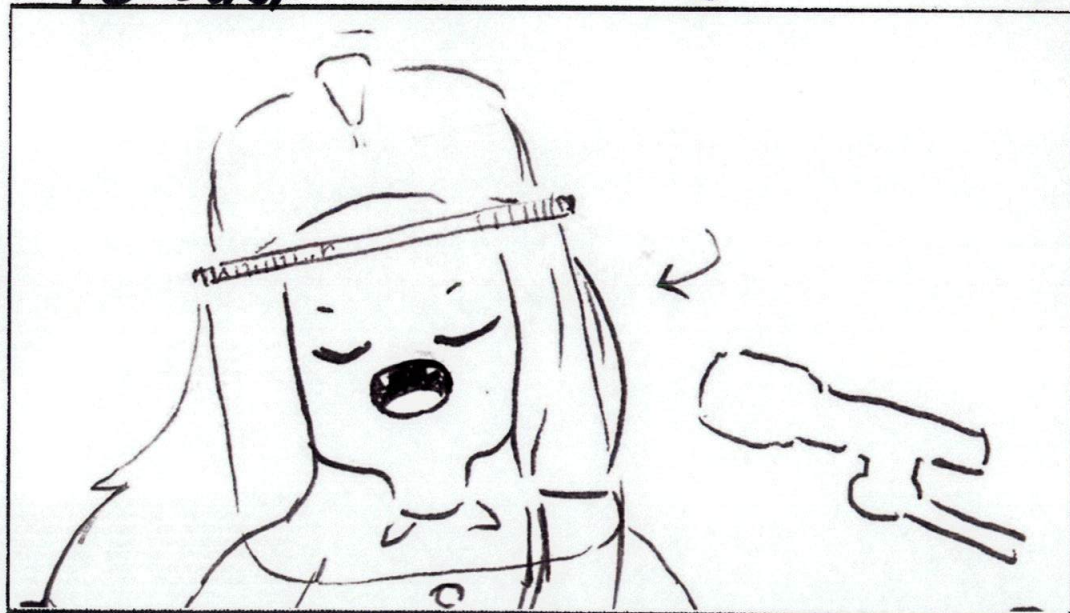
Production :



Sc. 7B cont Pnl. D

Bg.

day night



Sc. 7B cont Pnl. E

Bg.

day night



Dialog:

M) I DON'T KNOW --

M) WHERE TO --

Actic

DEC 1 0 2015

Timi

Production :

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Sc. 7B cont Pnl. F

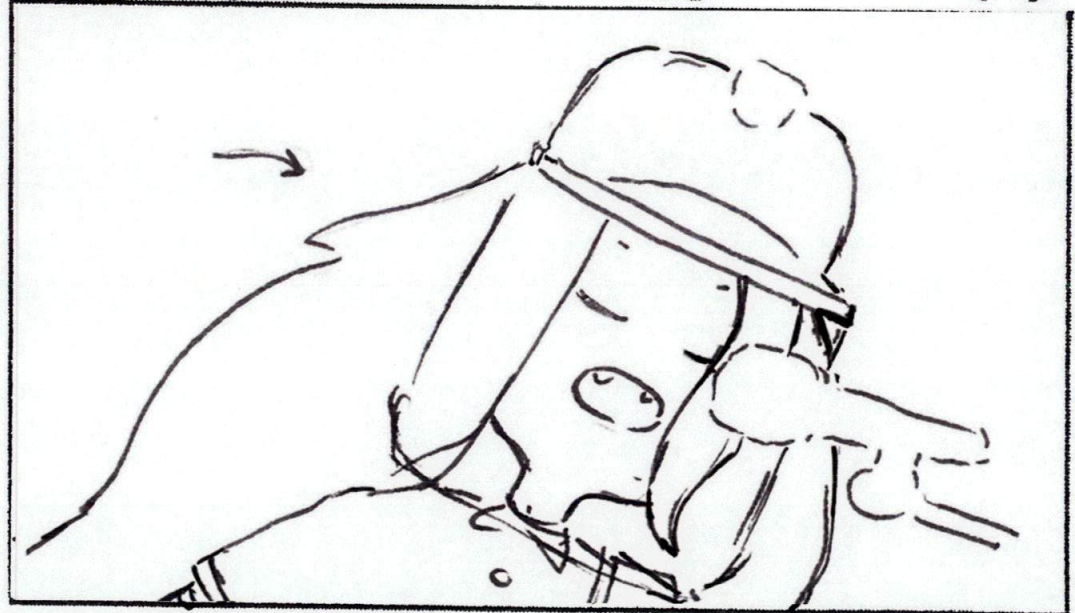
Bg.

day night

Sc. 78 CONT Pnl. G

Bg.

day night



Dialog:

m PUT MY

iii) ♪ HANDS ♪

DEC 10 2015

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Production :

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Sc. 79

Pnl. A

Bg.

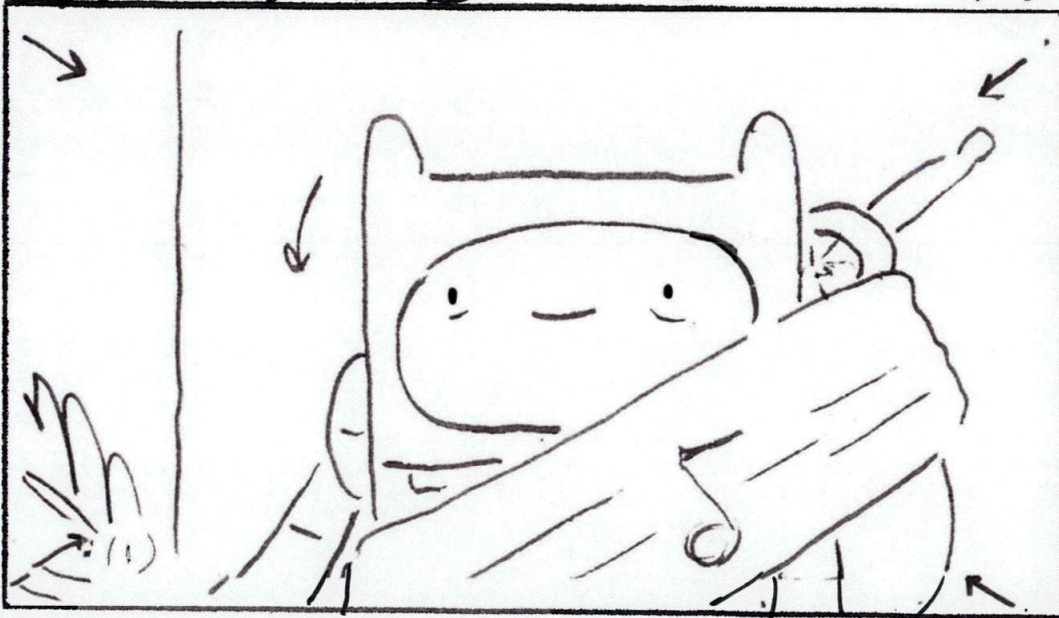
day night



Sc. 79 CONT Pnl. B

Bg.

day night



Dialog:

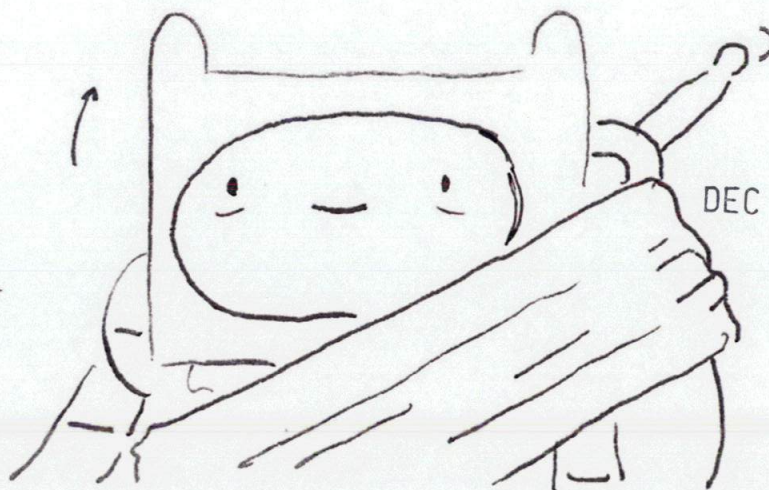
M) I'VE BEEN TRYING TO LAY MY
(O'S) HEAD DOWN. ... ↓

Action:

[SLOW DRIFT]

(CYCLE
1,2,1,2)

Timing:



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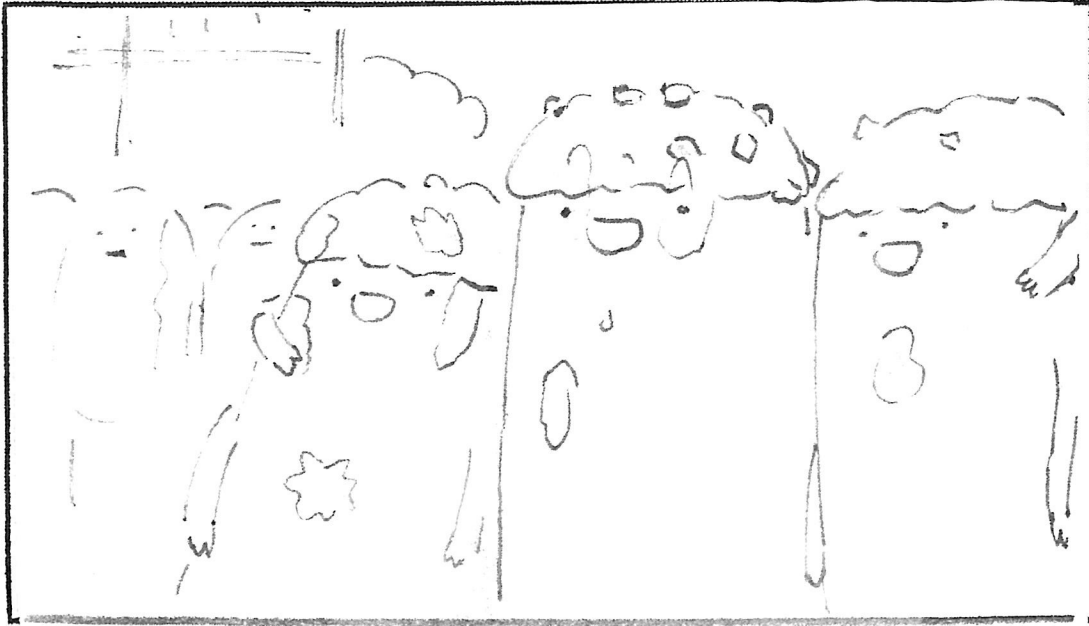
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Sc. 80

Pnl. A

Bg.

day night

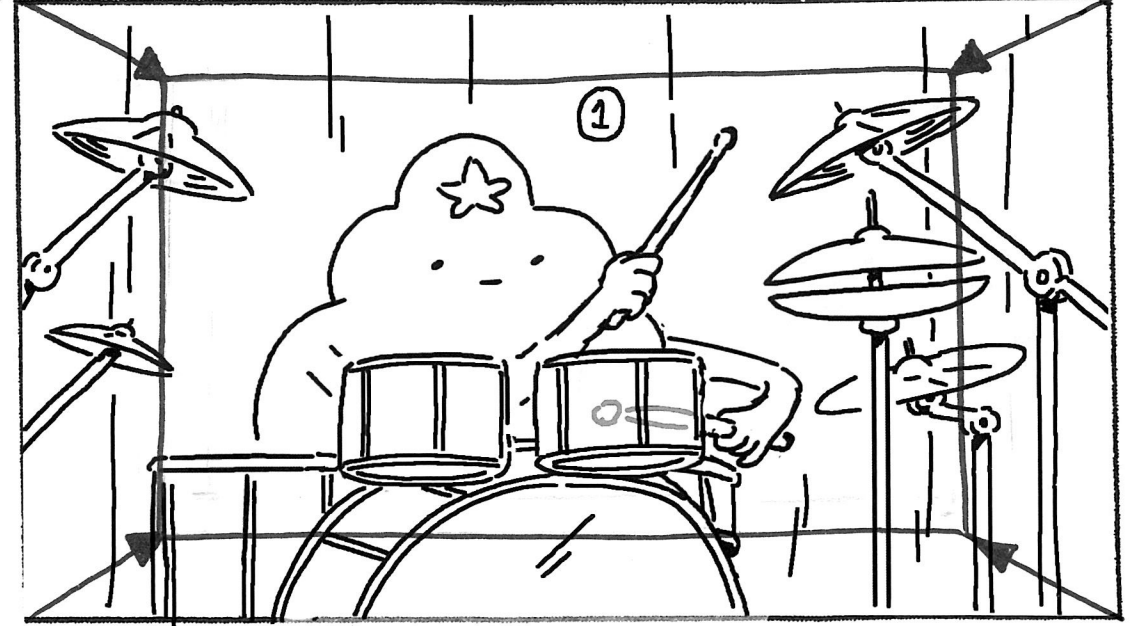


Sc. 81

Pnl. A

Bg.

day night



Timing: M BUT I'M WRITING THIS (O.S.) → (O.S.) AT 3 AM ...

Timing: ①, ②, ③, ④, ⑤, ④, ⑤

See ref vid. for timing and additional poses

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Sc. 82

Pnl. A

Bg.

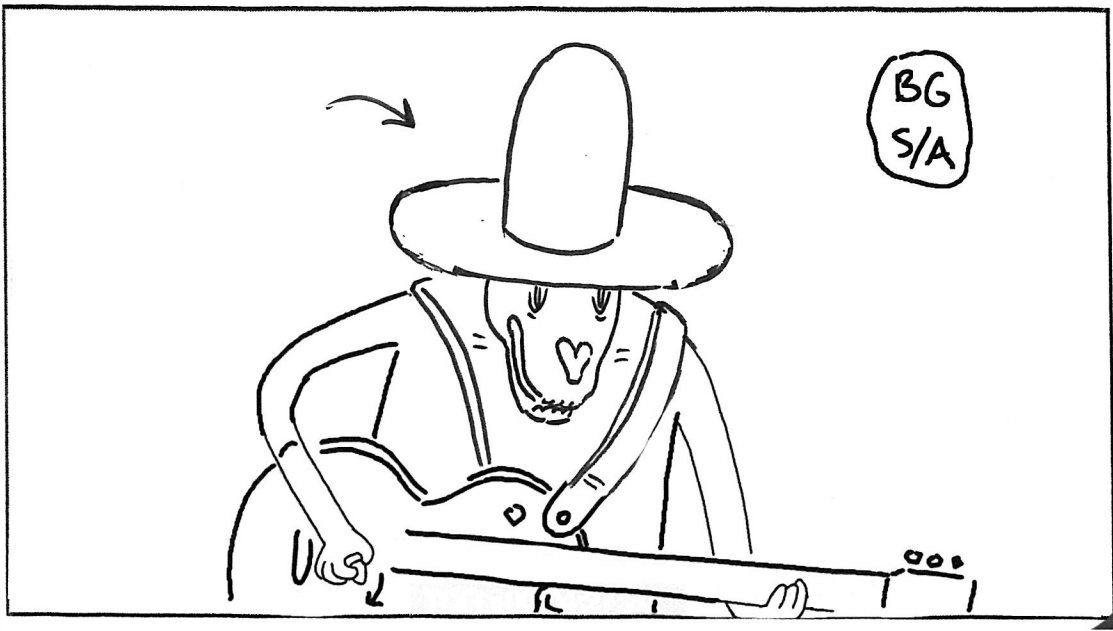
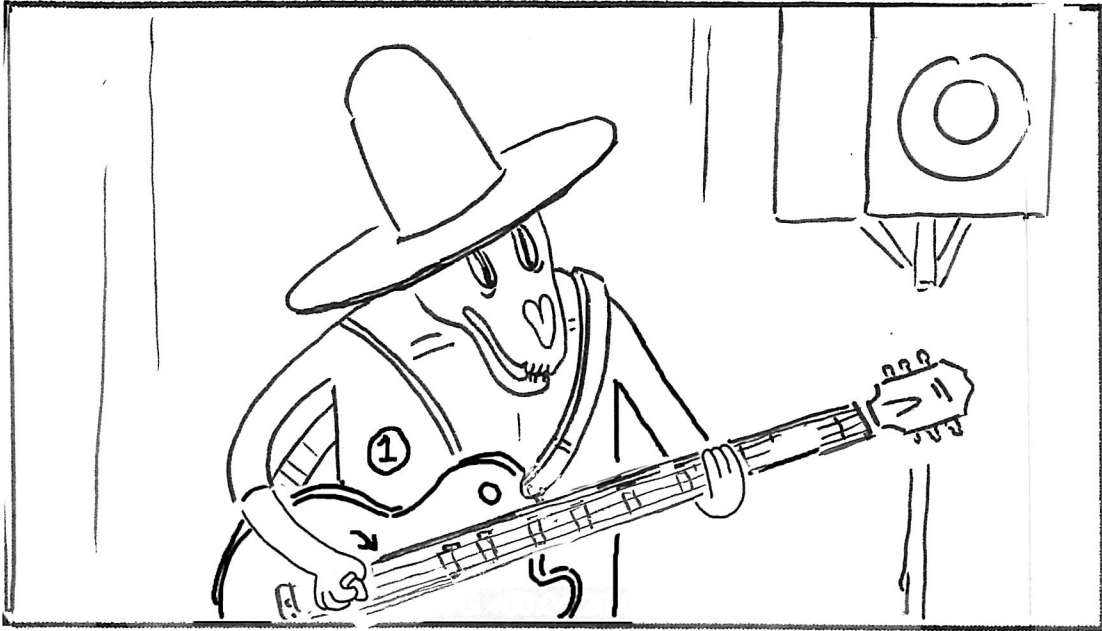
day night

Sc. 82

Pnl. B

Bg.

day night



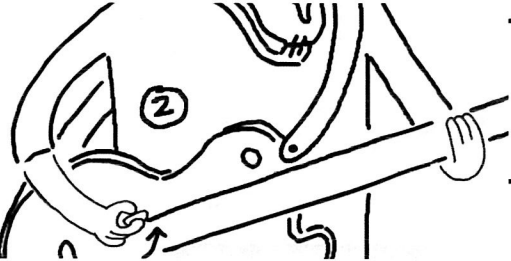
BG
S/A

Dialog:

M) I DON'T NEED THE --
(O.S.)

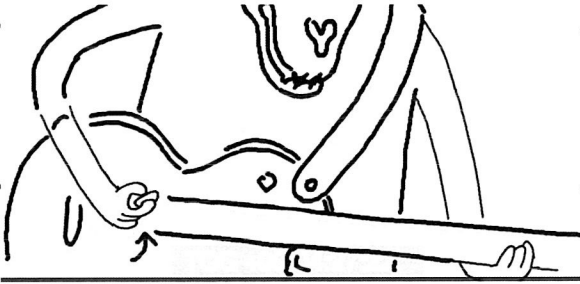
Action:

Timing:



①, ②, ①, ② ect.

SEE REF
VID. FOR
TIMING



①, ②, ①, ② ect.

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Sc. 83

Pnl. A

Bg.

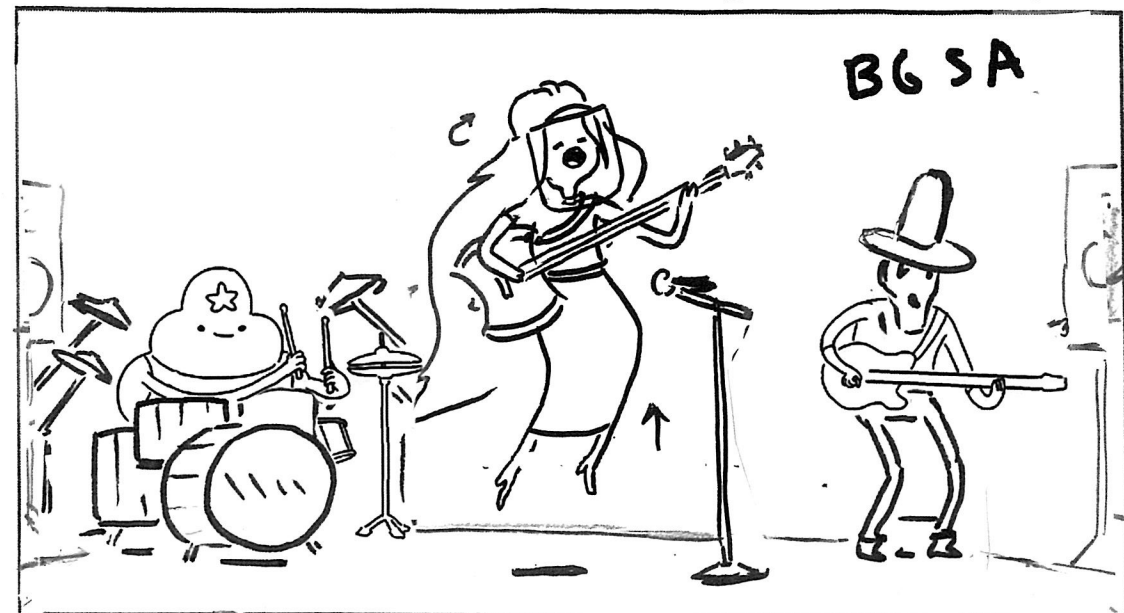
day night

Sc. 83

Pnl. B

Bg.

day night



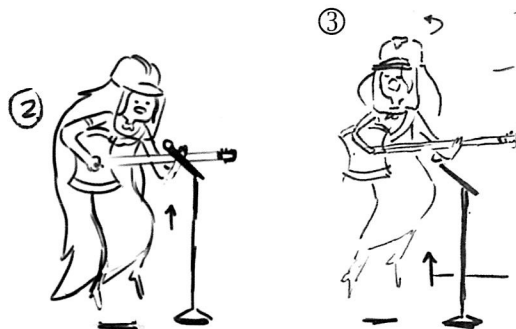
Dialog:

— M) [↑] WORLD ^{TO} SEE... [↑]
① ② ③

Action

③ — M. RISES INTO THE AIR.
— TRUCK IN ON MARCELING.

Timin



— SEE PG 106A FOR MORE POSES

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EPISODE #

Production :

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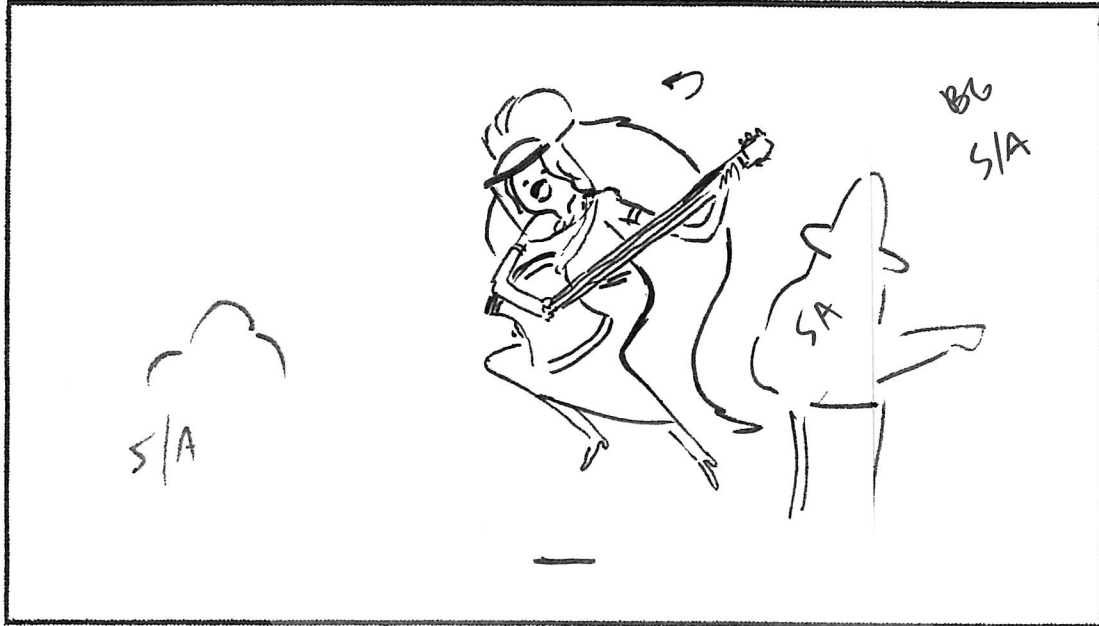
Page 106

Sc. 83

Pnl. C

Bg.

day night

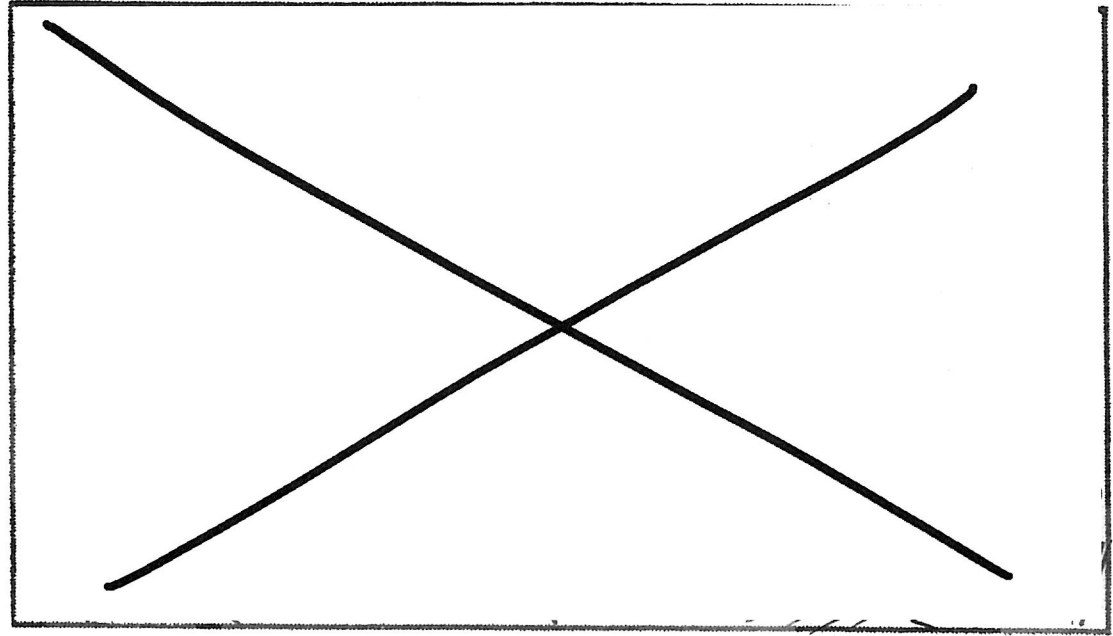


Sc.

Pnl.

Bg.

day night



Dialog:

M) THAT I'VE BEEN --

Act

Timing

EPISODE #

1034-239

Production :

POSES FOR SC. 83

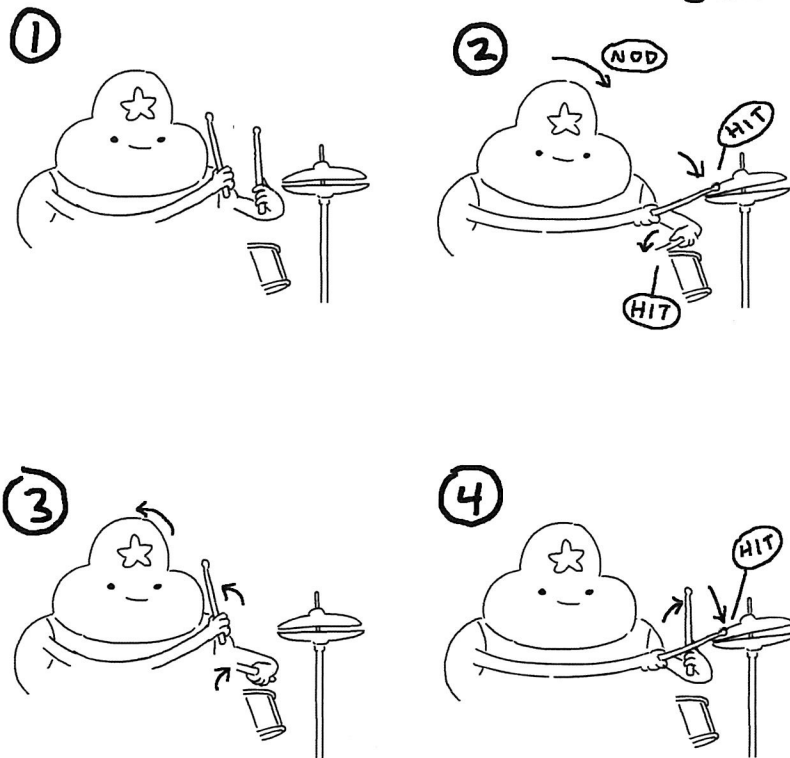


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Page 106 A

LSP POSES:

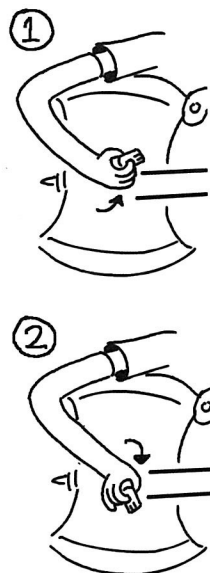
CYCLE ①, ②, ③, ④, ①, ②, ③, ④ etc.



See ref vid for how to transition and follow through poses

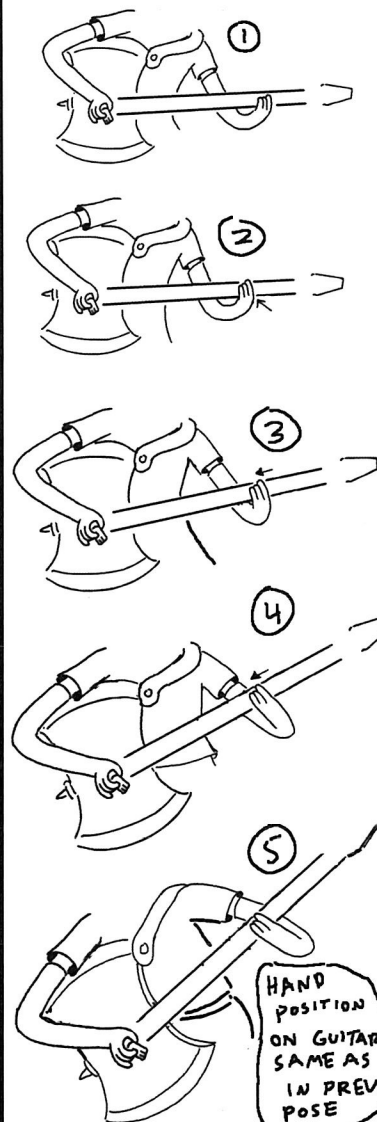
MARCELINE POSES:

RIGHT HAND:
CYCLE ①, ②, ①, ② etc.



For Marceline's acting, follow poses in ppls A-C

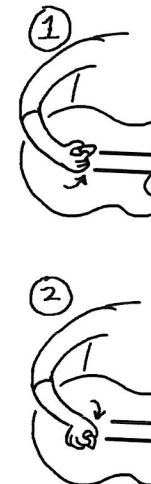
LEFT HAND:



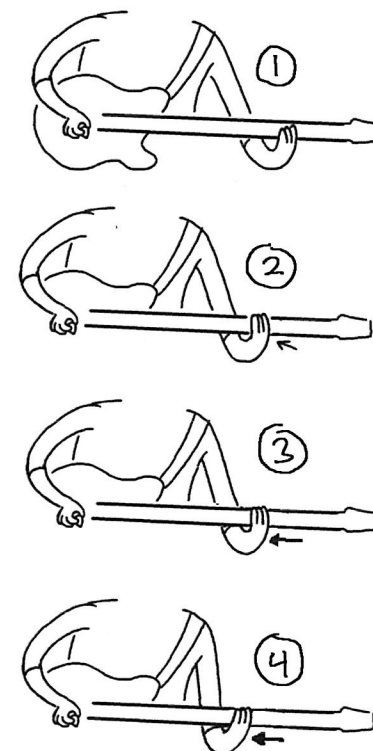
DEATH POSES:

RIGHT HAND:

CYCLE ①, ②, ①, ② etc.



LEFT HAND:



See Ref video for timing

1034-239

EPISODE #

Production :

1034/239

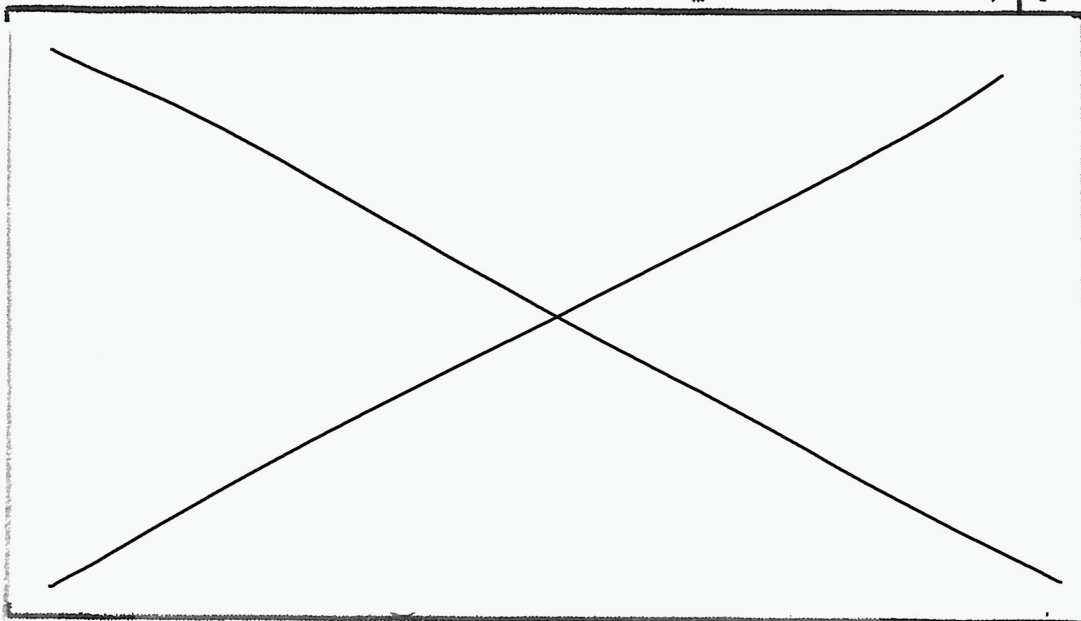


Sc. 88

Pnl.

Bg.

day night



Sc. 84

Pnl. A

Bg.

day night



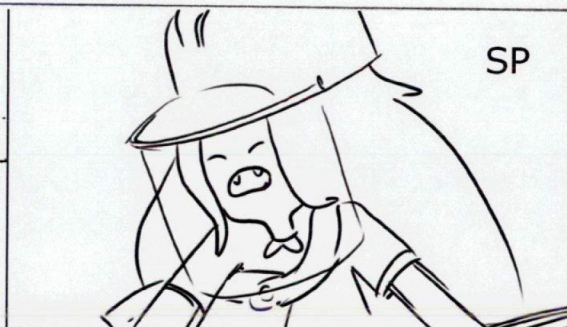
Dialog:

Act

Timing

m) ♪ THE BEST -- ♪

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EPISODE #

1034-239

Production :

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1034/239

1034/239

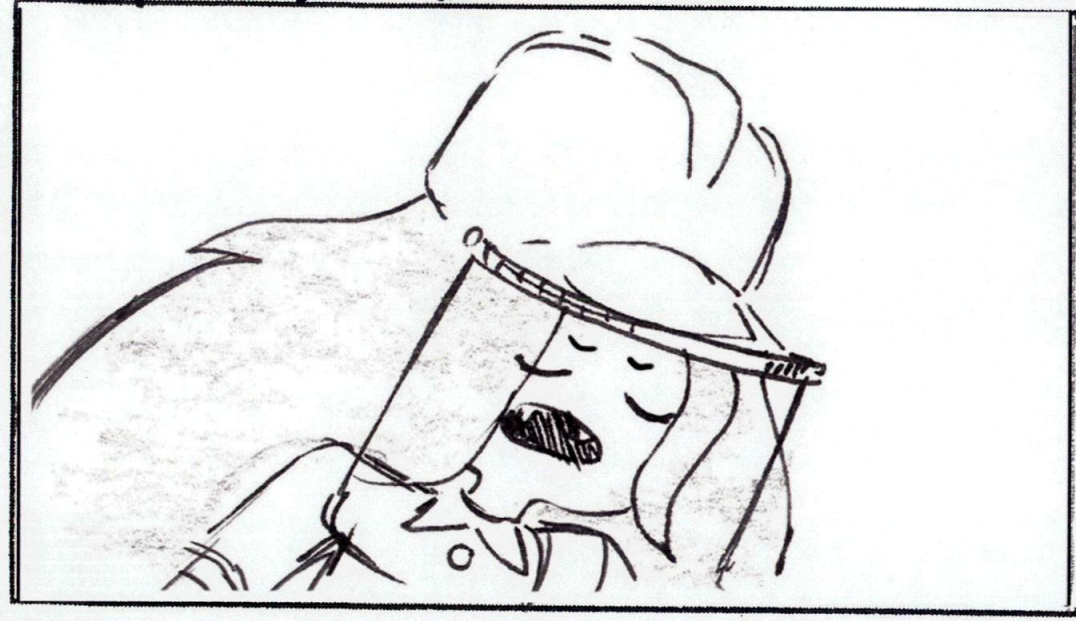
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Sc. 84 cont Pnl. B

Bg.

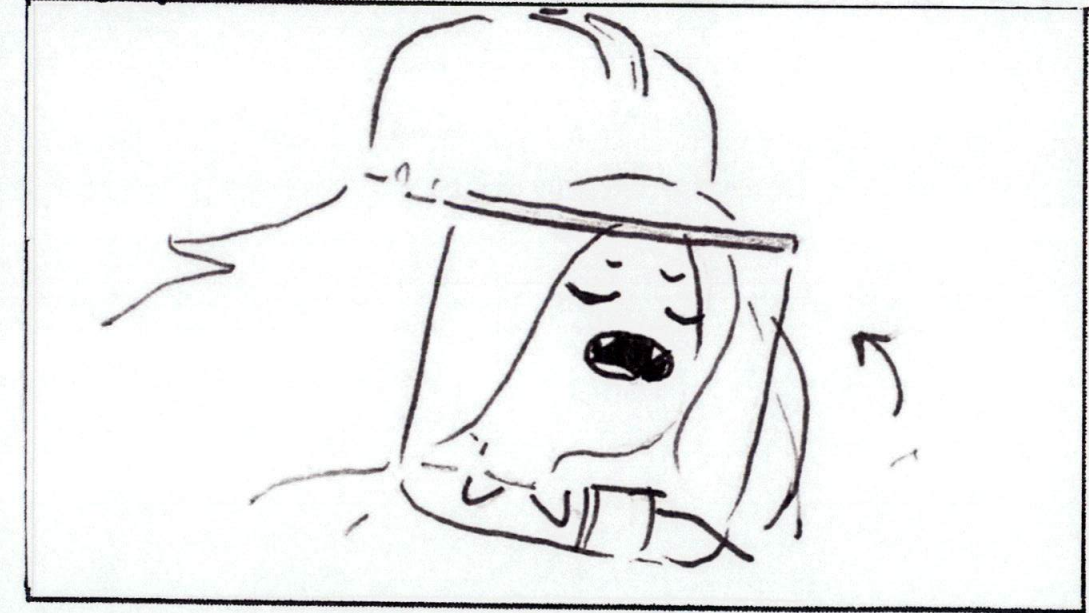
day night



Sc. 84 cont Pnl. C

Bg.

day night



Dialo:

M) I CAN BEEEE —————> BUT — — —

Action:

DEC 10 2015

Timing:

EPISODE # 1034-239

1034/239

Production :

1034/239



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12/18/15

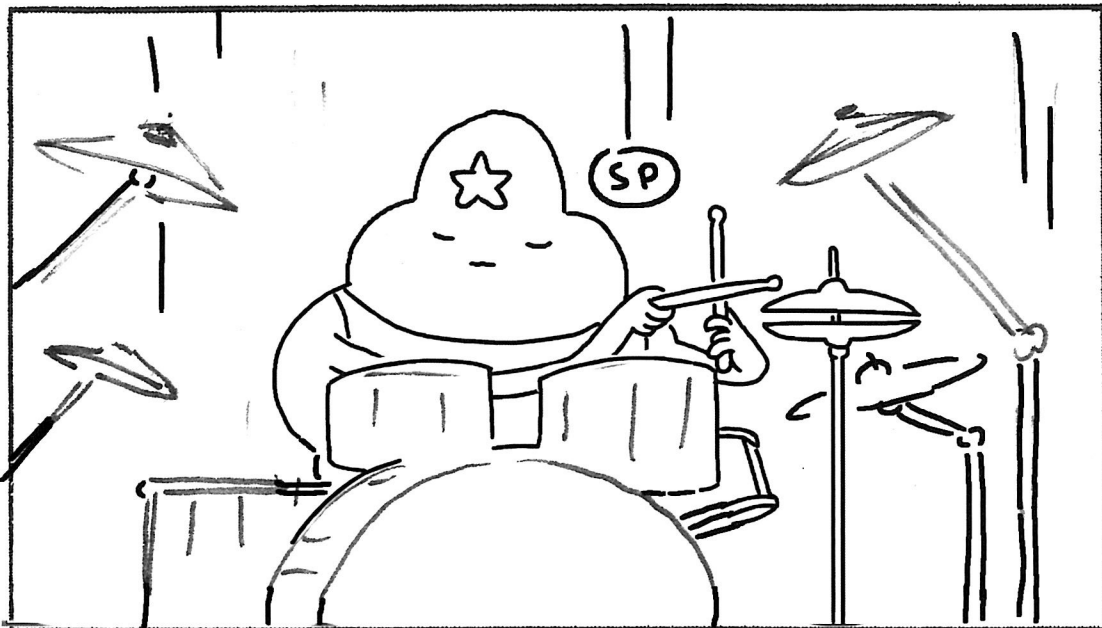
Page 108

Sc. 85

Pnl. A

Bg.

day night

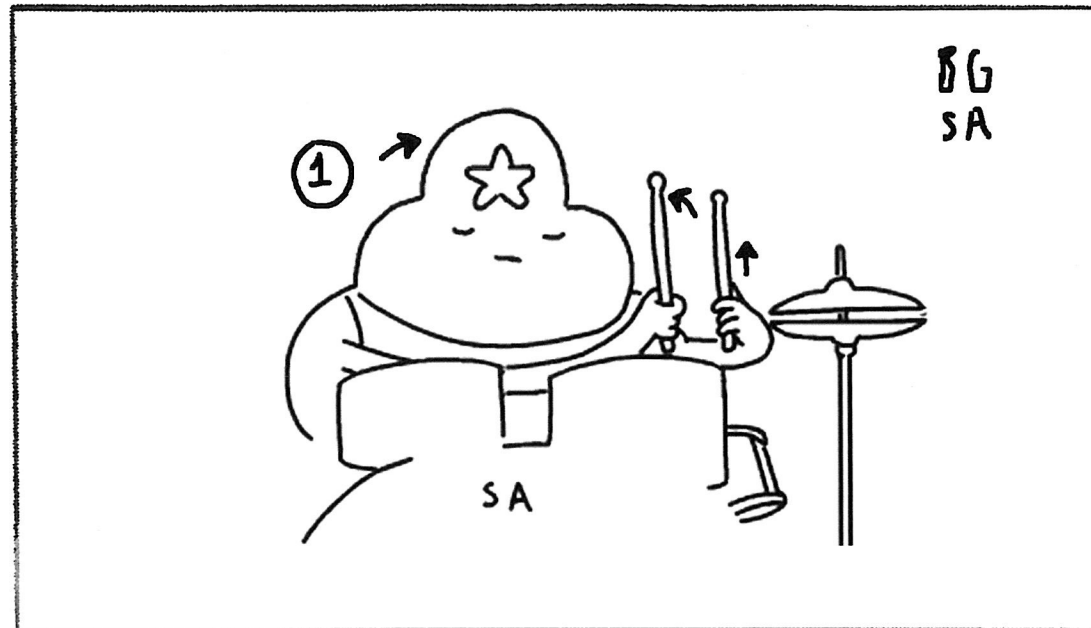


Sc. 85

Pnl. B

Bg.

day night



Dialog:

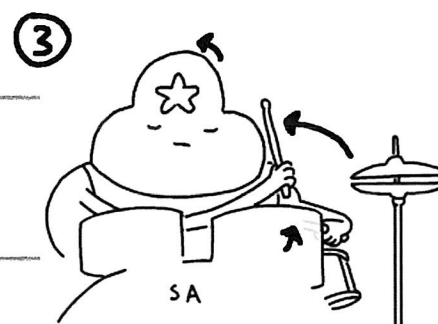
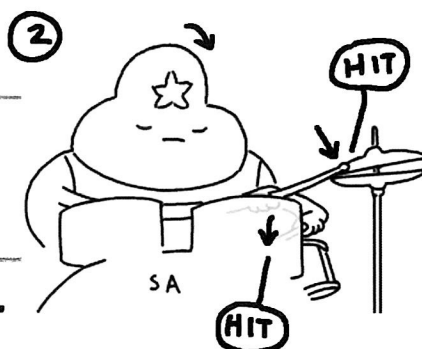
M)(O.S.) - I DON'T THINK I COULD -- ♪

Action:

- LSP DRUMS WHILE
NODDING HER HEAD
LEFT & RT. TO THE BEAT.

Timing:

CYCLE ①.②.③.④.①.②.③.④ ect.



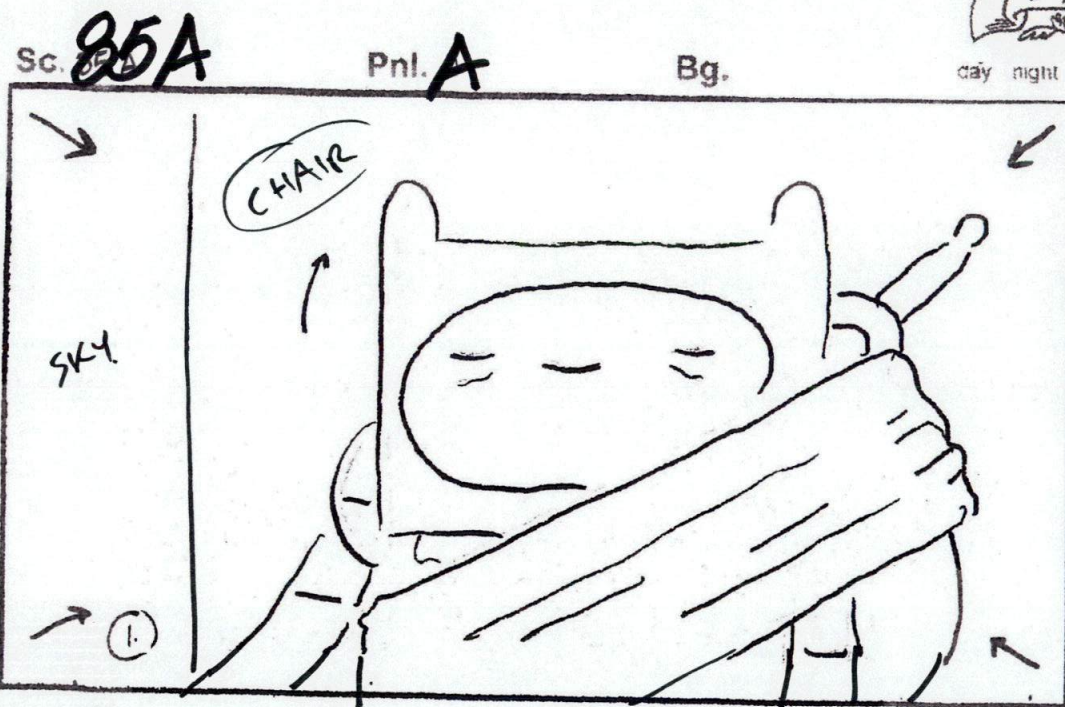
See ref vid for timing and additional inbetween poses
that demonstrate how to follow through between keys

EPISODE #

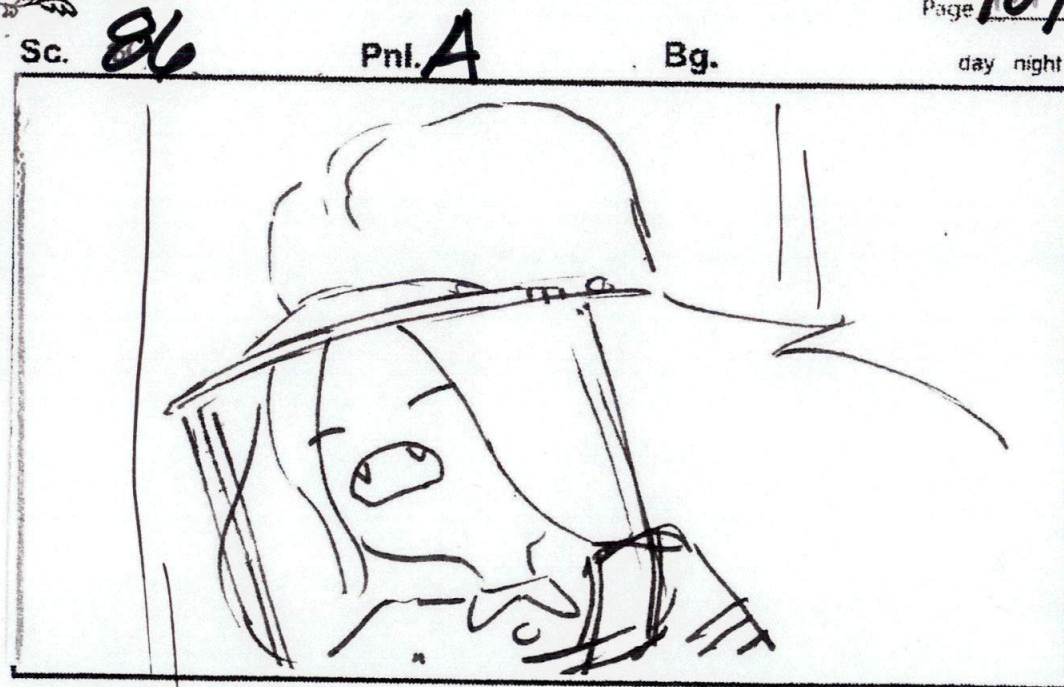
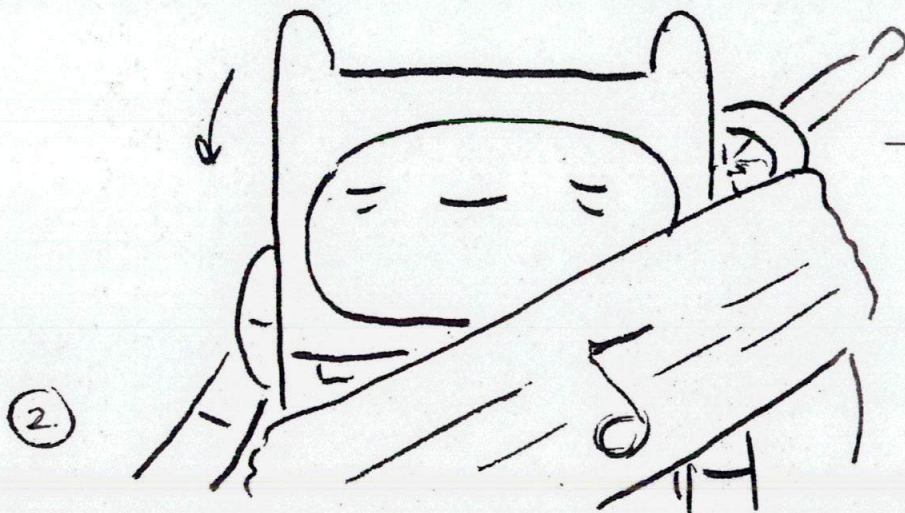
1034-239

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M) (0/5) STAND TO BE ... ♪



M) ♪ WHERE YOU ♪

DEC 10 2015



Sc. 86 CONT Pnl. B

Bg.

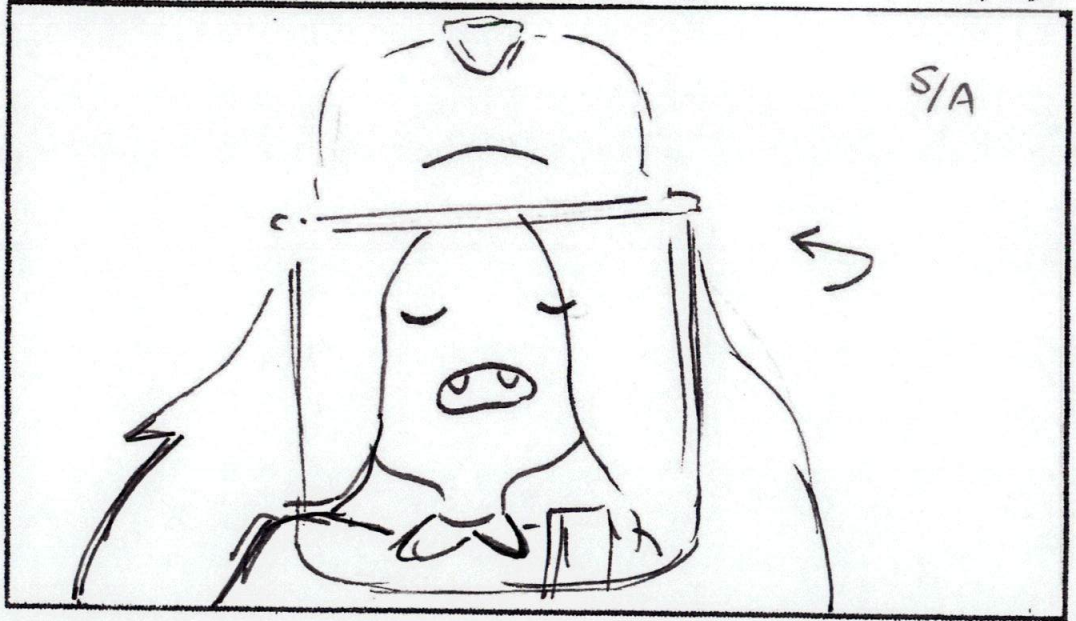
day night



Sc. 86 CONT Pnl. C

Bg.

day night



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Dialog:

m) ♪ DON'T SEEE -- ♪

m) ♪ MEEE ♪

DEC 1 0 2015

EPISODE #

Production :

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1034/239

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ADVENTURE TIME



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Page 111

Sc. 87

Pnl. A

Bg.

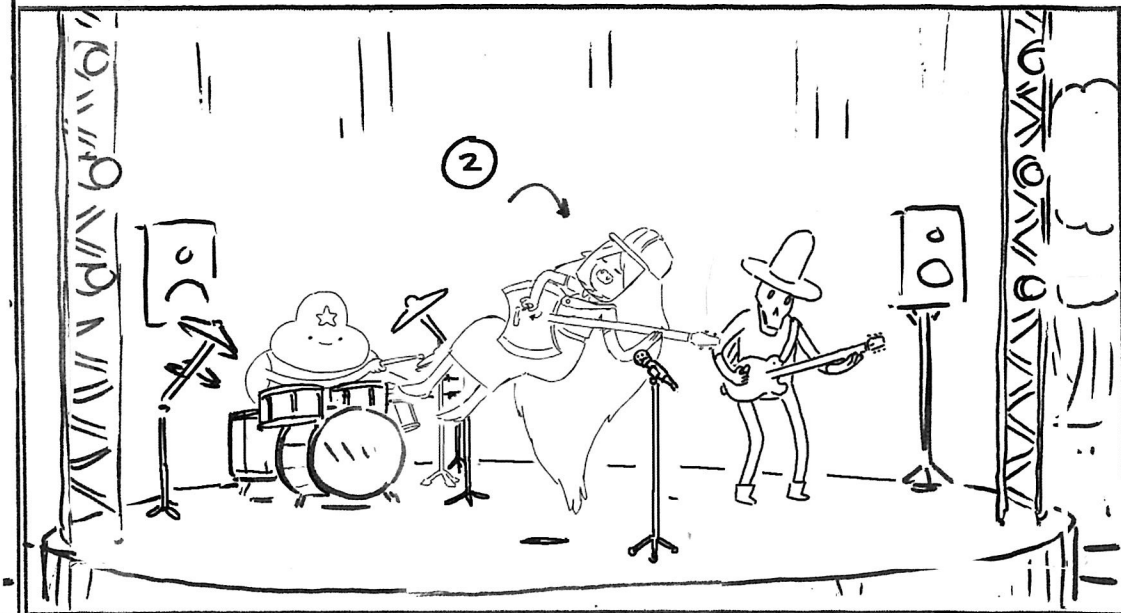
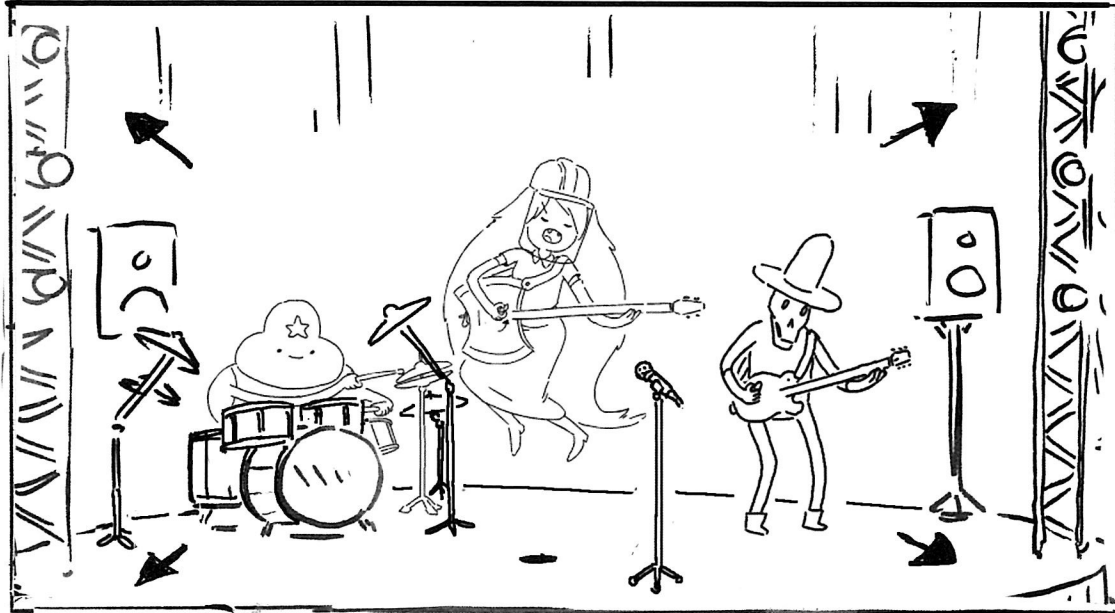
day night

Sc. 87

Pnl. B

Bg.

day night



Dialog:

M) CONT'D - EEEEEEEEEEE...

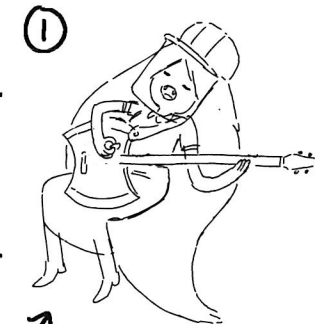
Action:

- MARCY FLOATS, SINGS & PLAYS BASS.
- LSP + DEATH PLAY THEIR INSTRUMENTS.

[JAM OUT]

Timing:

- SEE PG. 112 A FOR ADDITIONAL POSES
- SEE REF. MOV. FOR TIMING.



BREAK DOWN POSE.
ANIMATE THROUGH SMOOTHLY

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Page 112

Sc. 87

Pnl. C

Bg.

day night

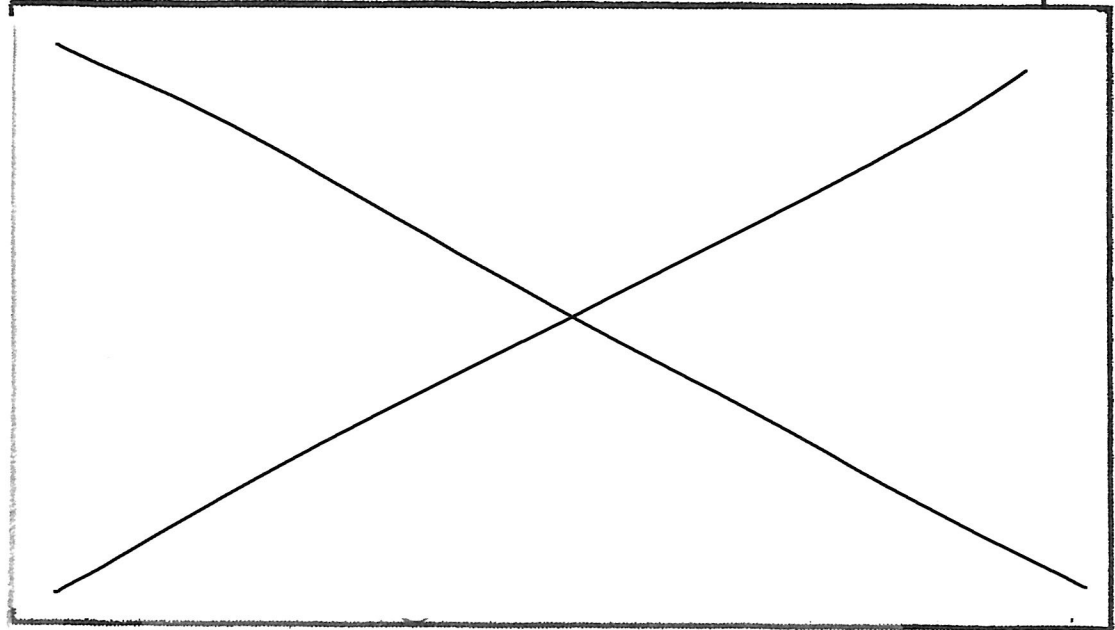


Sc. 88

Pnl.

Bg.

day night



Dialog:

SFX: * MUSIC CONTINUES *

Action:

- M. FLOATS/ TURNS WHILE
PLAYING + SINGING

Timing:

- NO HELD POSES.
- ANIMATE SMOOTHLY THROUGH POSES ① & ②
- SEE PG. 112 A FOR HAND POSITION & STRUMMING
- SEE REF MOV. FOR TIMING



1034-239

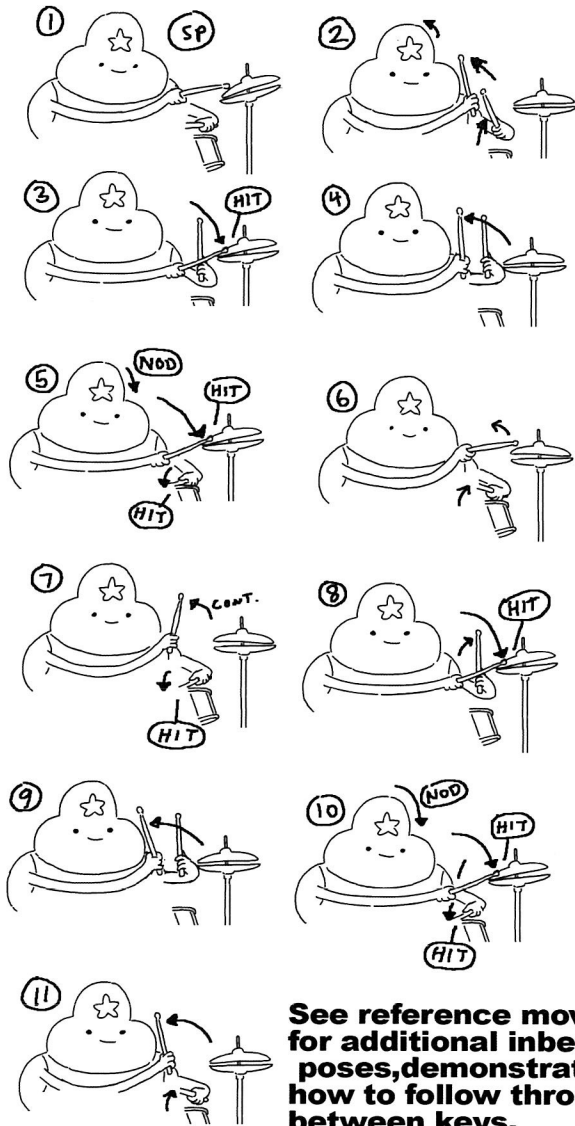
EPISODE #

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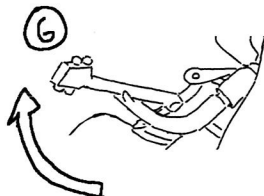
POSES FOR SL. 87

LSP POSES:

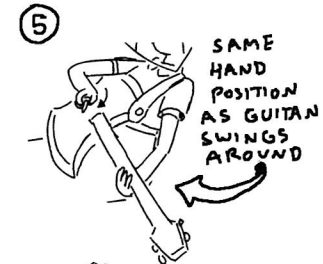
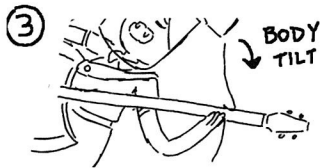


MARCELINE POSES:

RIGHT HAND:
CYCLE ①, ②, ①, ② etc.



LEFT HAND:
TIMING:
①, ②, ①, ③, ④, ⑤, ⑥, ⑦



For marceline's acting/ floating, follow poses in Pnls A-C



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Page 112 A

DEATH POSES

RIGHT HAND:
CYCLE ①, ②, ①, ② etc.



LEFT HAND:
TIMING:
①, ②, ①, ③, ④



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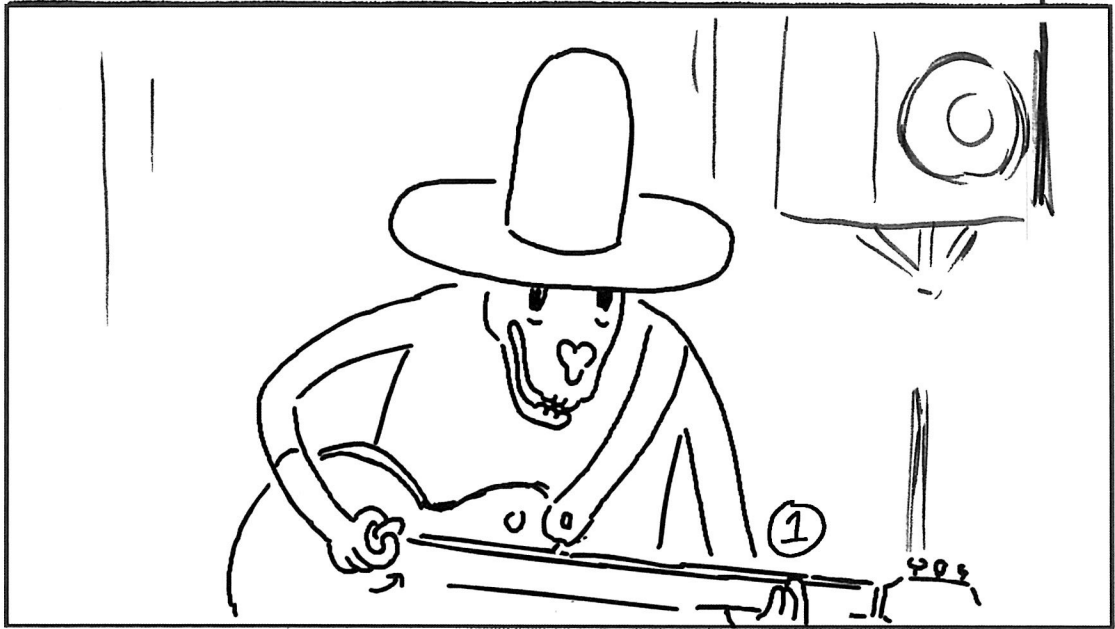
12/18/15

Sc. 88

Pnl. A

Bg.

day night



Sc. 88

Pnl. B

Bg.

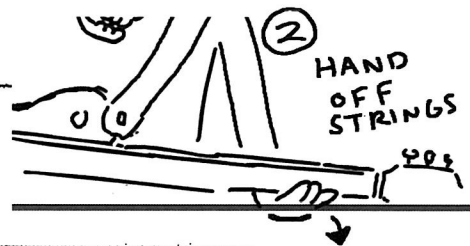
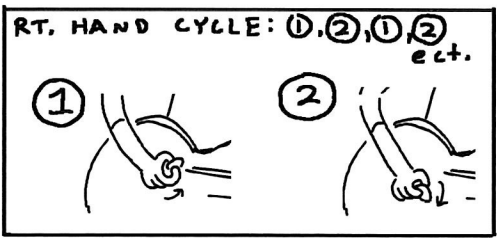
day night



Dialog:

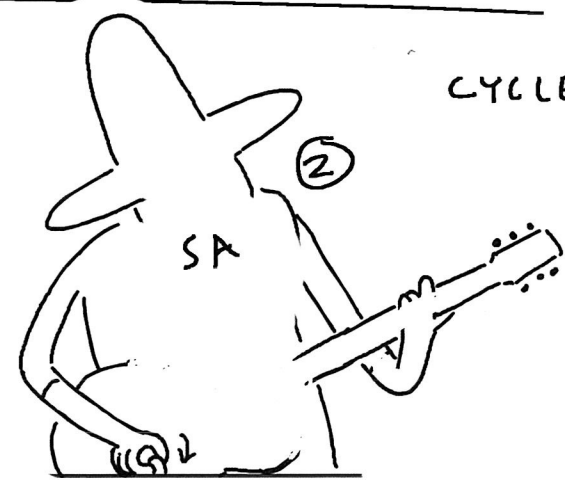
[JAMMIN OUT]

Action:



Timing:

- SEE REF MOV. FOR TIMING.



CYCLE ①, ②, ①, ② ect.

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Production :



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Page 113

Sc. 89

Pnl. A

Bg.

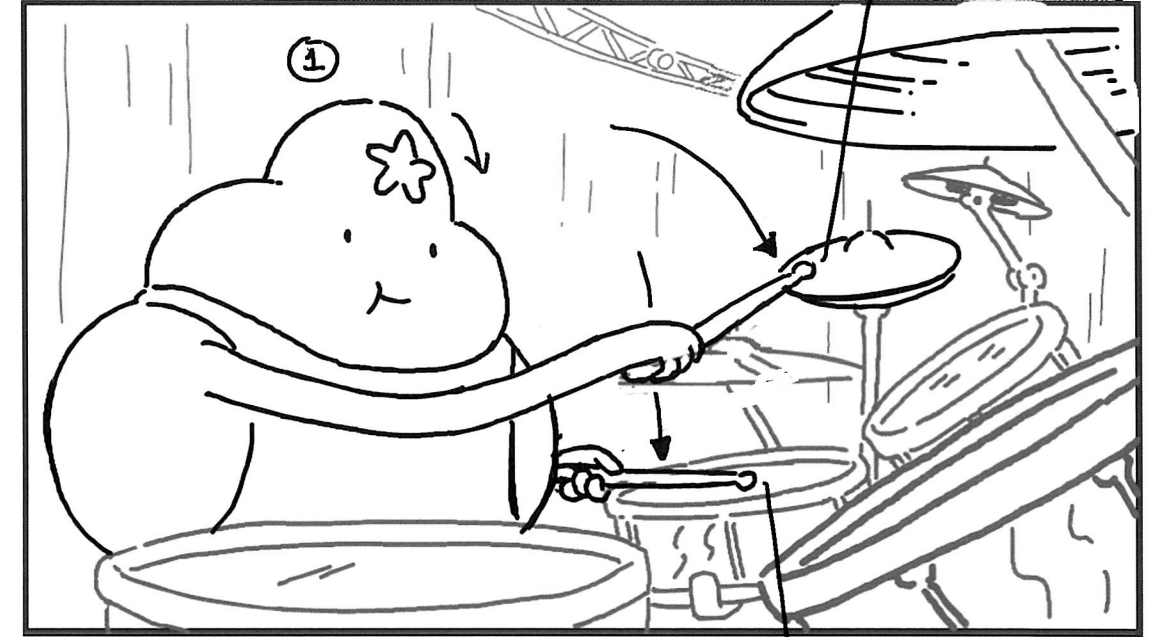
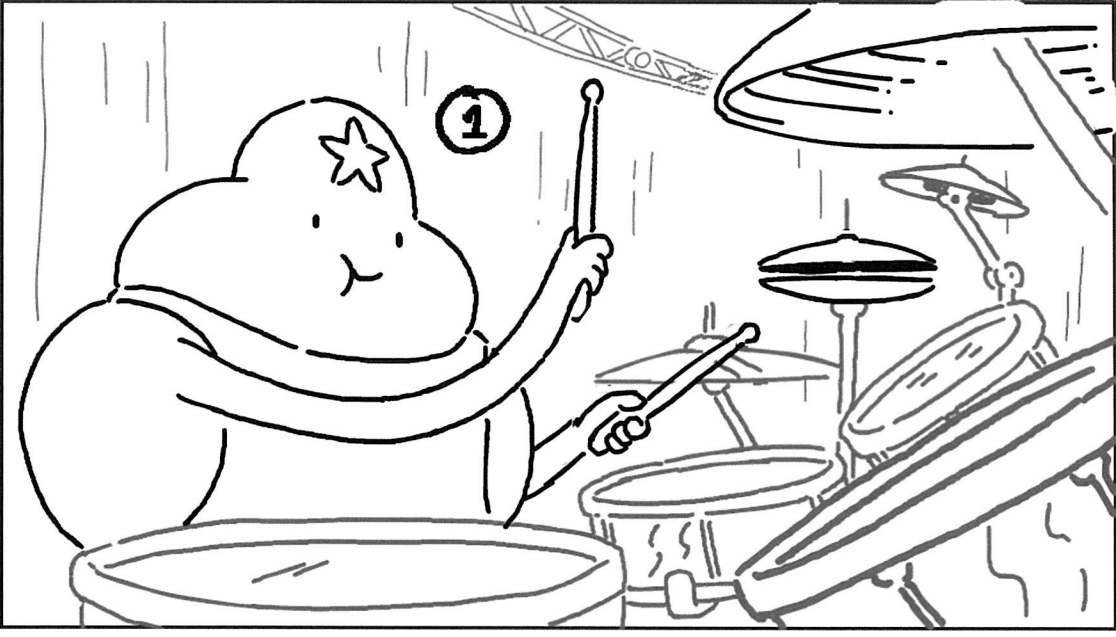
day night

Sc. 89

Pnl. B

Bg.

day night

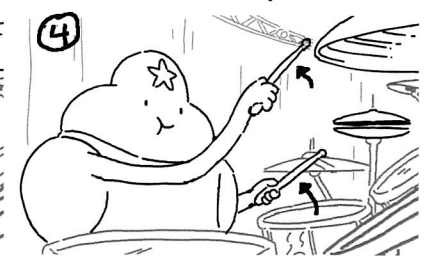
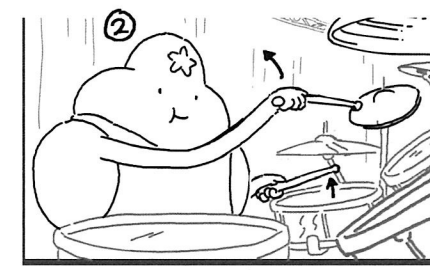
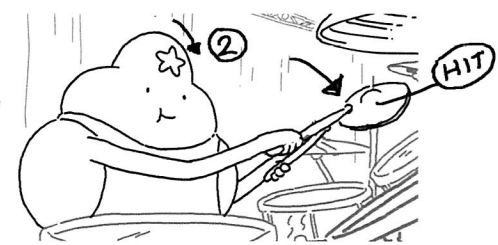


Dialog:

SFX: * MUSIC CONTINUES *

Action: LSP PLAYS DRUMS + NODS TO THE BEAT.

Timing:



-See Ref mov for timing and additional inbetween poses showing transitions and followthrough between keys

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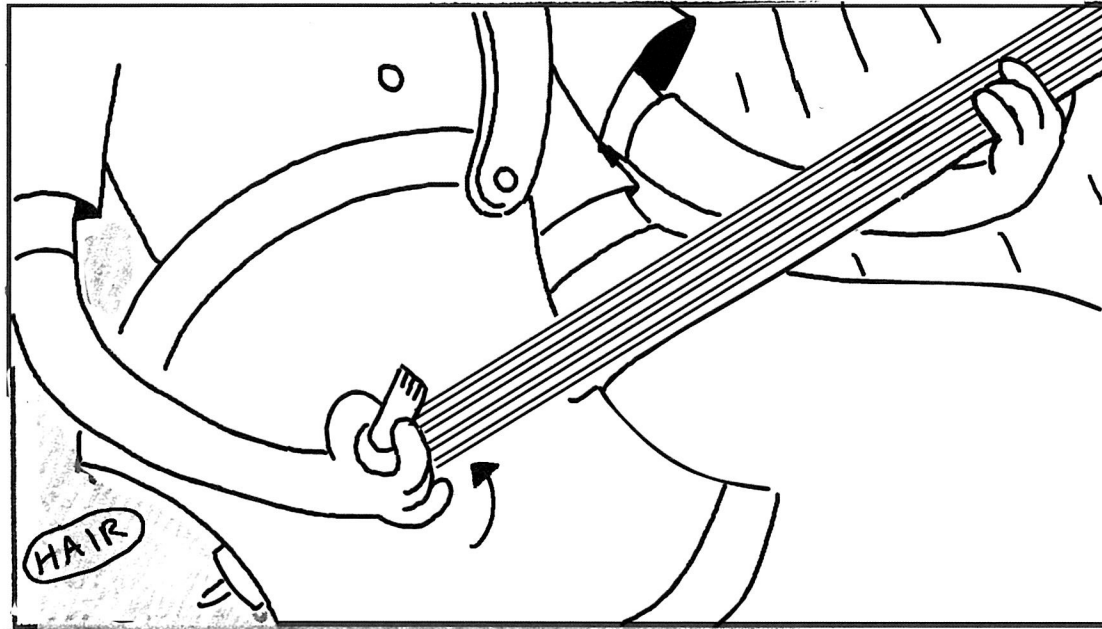
Page 114

Sc. 90

Pnl. A

Bg.

day night

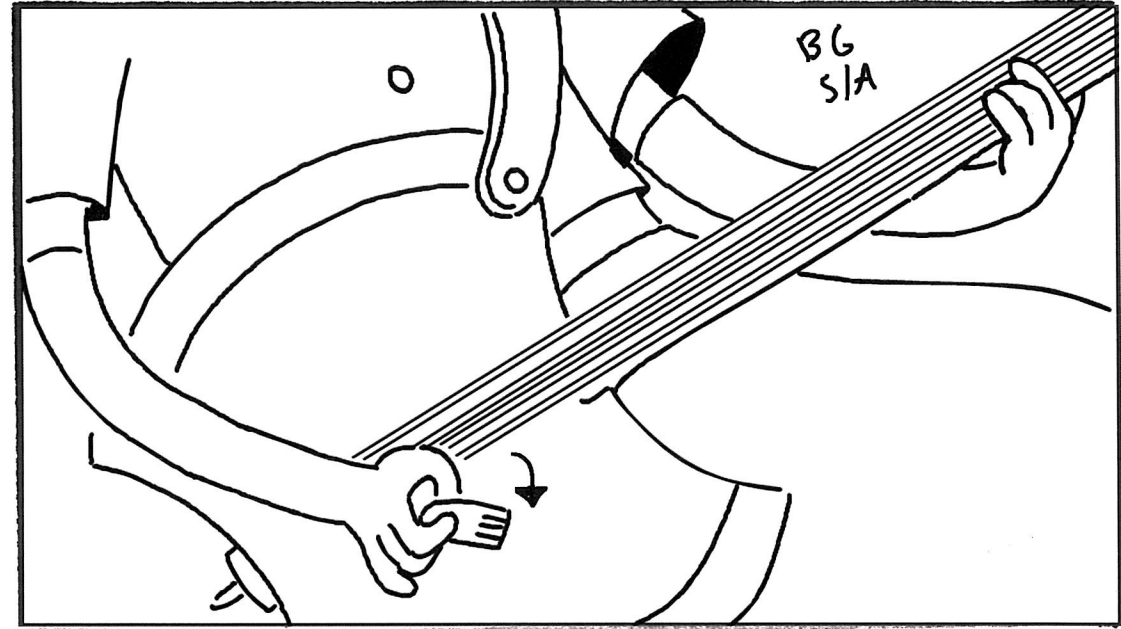


Sc. 90

Pnl. B

Bg.

day night

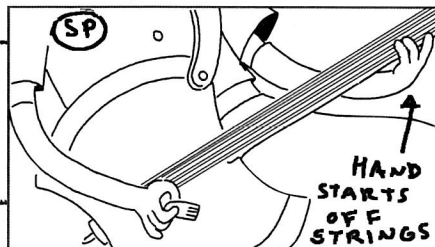


Dialog:

SFX: * MUSIC *

← CYCLE →

Action:



Timing:

-M STRUMS SECOND STRING FROM TOP

CYCLE (A), (B), (A), (B)

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EPISODE #

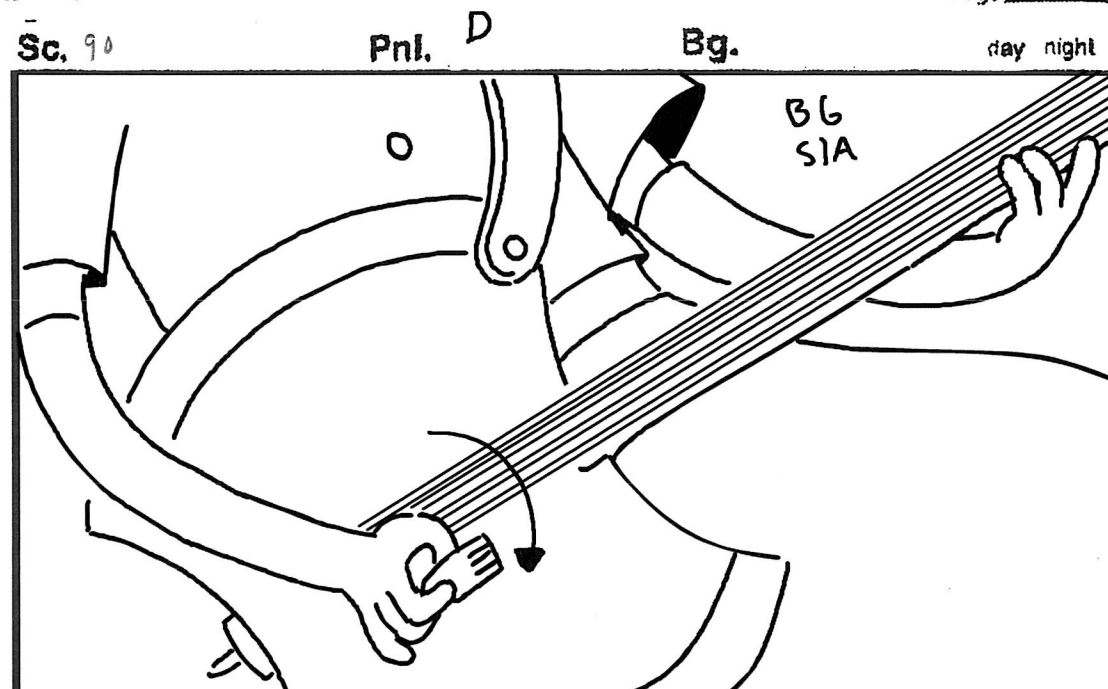
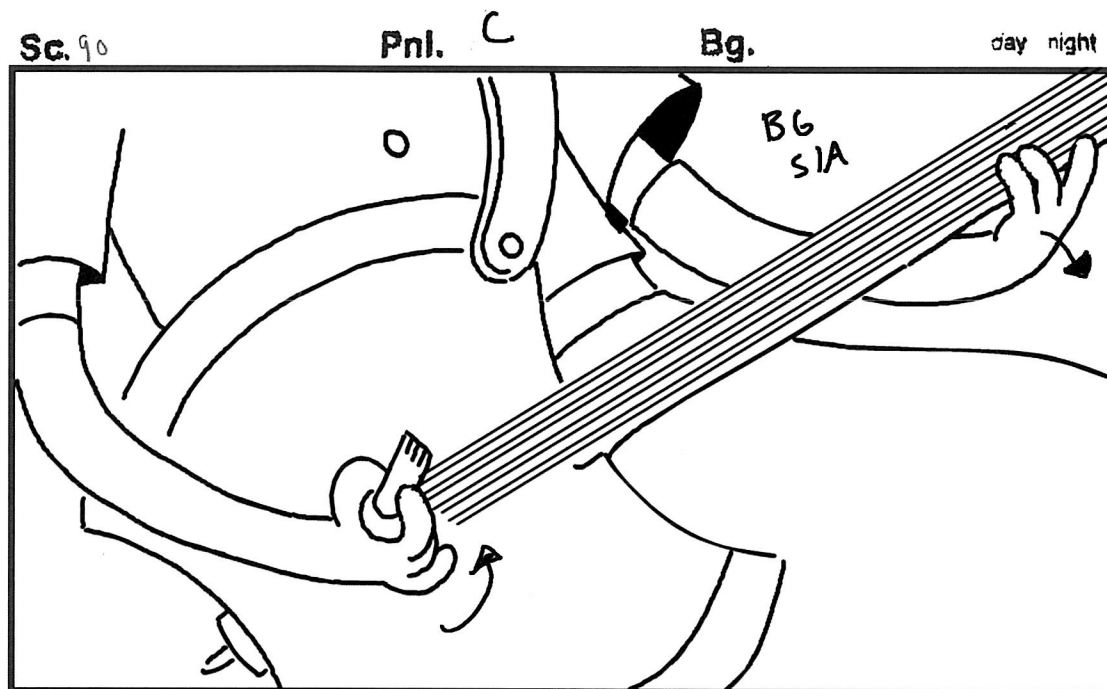
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Dialog:

Action:

- M. LIFTS LEFT HAND OF STRINGS

- M. STRUMS OPEN TOP STRING.

Timing:

EPISODE #

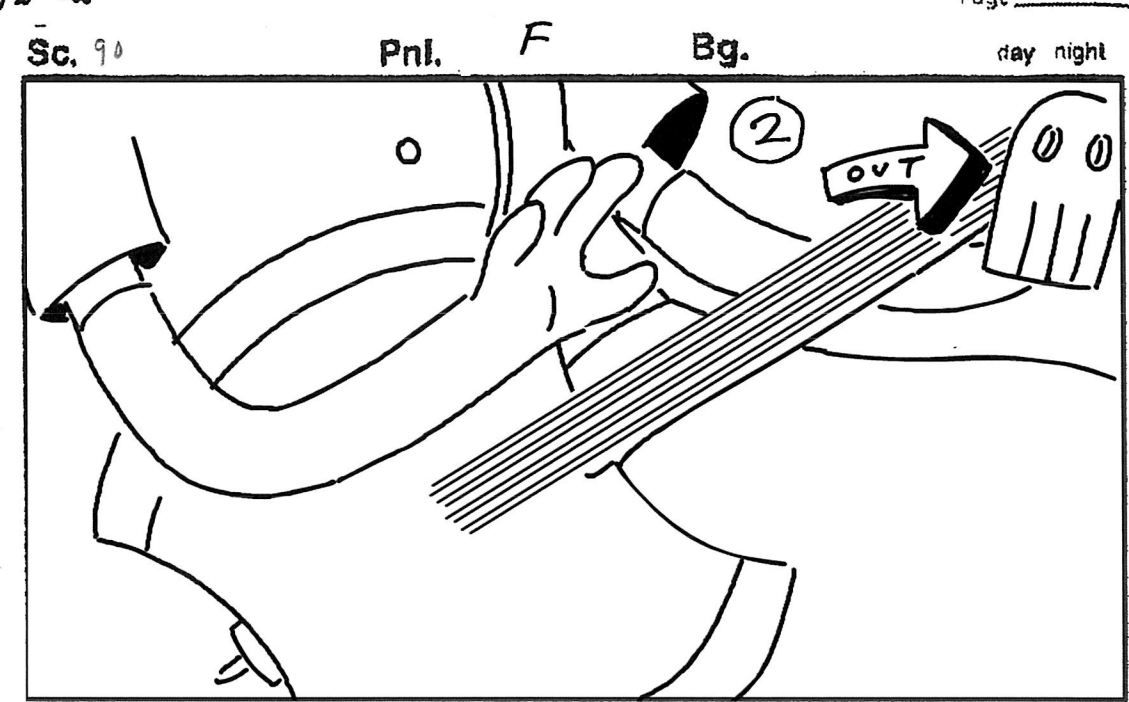
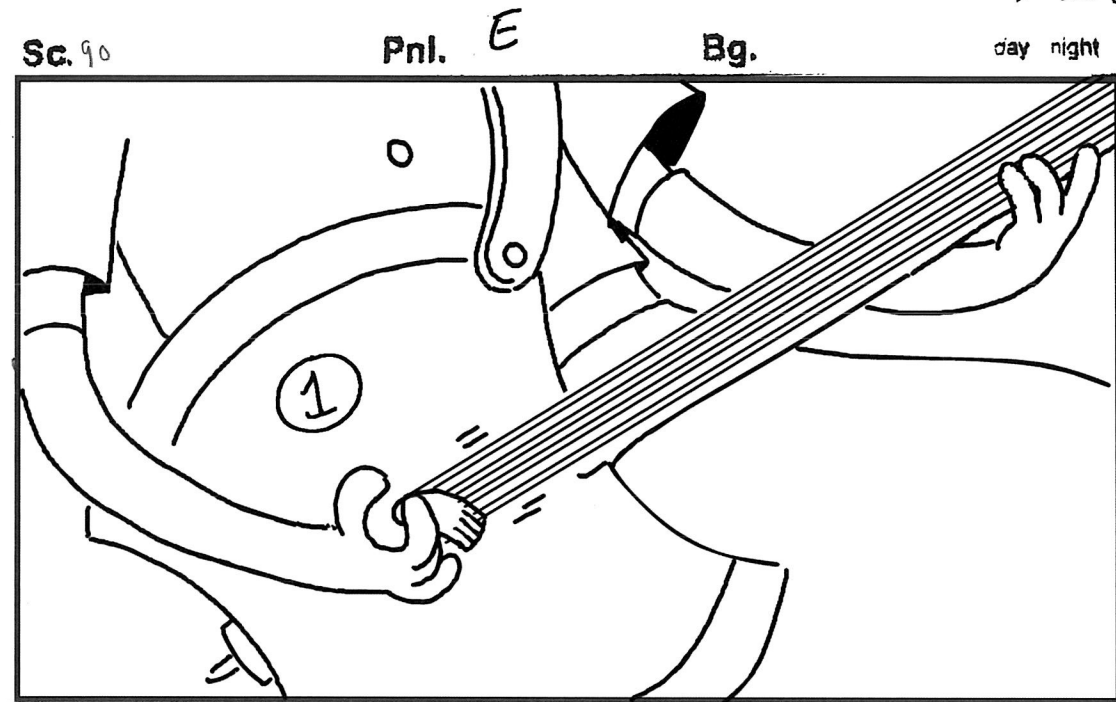
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Dialog:

Action:

- M FUMBLES PIC

Timing:

(M) LOSES HER PIC

(STOP BASS.)

SFX: + PLINK *

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Production :



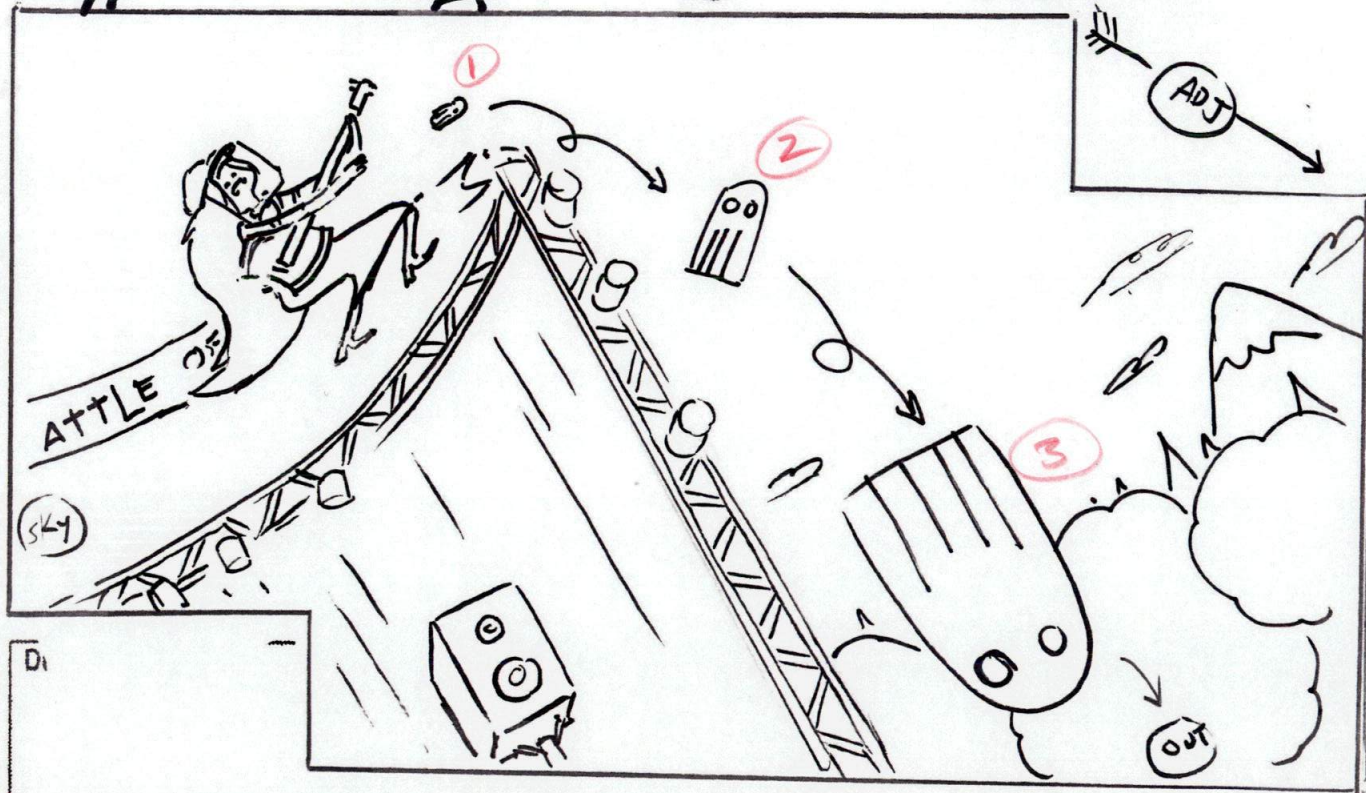
page 115

Sc. 91

Pl. A

Bg.

day night



SFX: * WHP-P-PPPP!*

Action:

- PICK SPIRALS TOWARDS GROUND,
FLIES OFF/S.

DEC 10 2015

Timing:

Production :

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NO SC'S
93-94

Sc. 92

Pnl. A

Bg.

day night



Sc. 92 cont

Pnl. B

Bg.

Page 116
NO PG 117
day night



Dialog:	M) MY PICK!
Action:	
Timing:	DEC 10 2015

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Production :

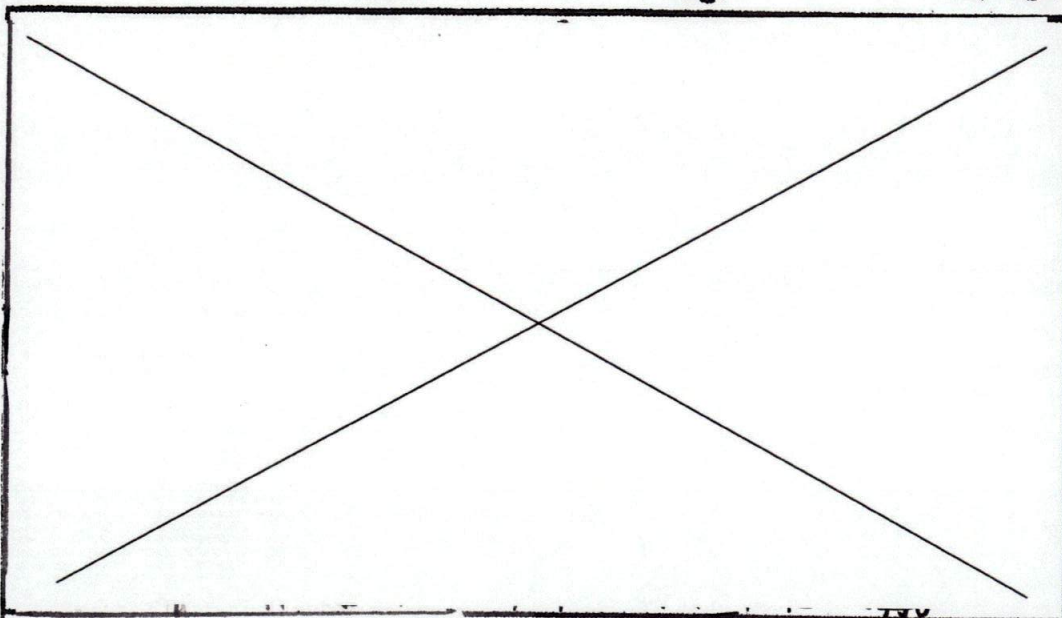
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Sc. Pnl. Bg. day night



Sc. 95 Pnl. A Bg. day night

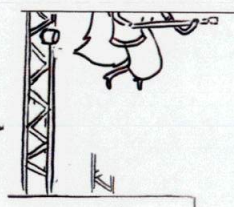


Dialog:

M) I AM NOT PLAYING WITHOUT IT.

Action:

Timing:



①

③



- CANDY PEOPLE LOOK DOWN.

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Sc. 96

Pnl. A

Bg.

day night

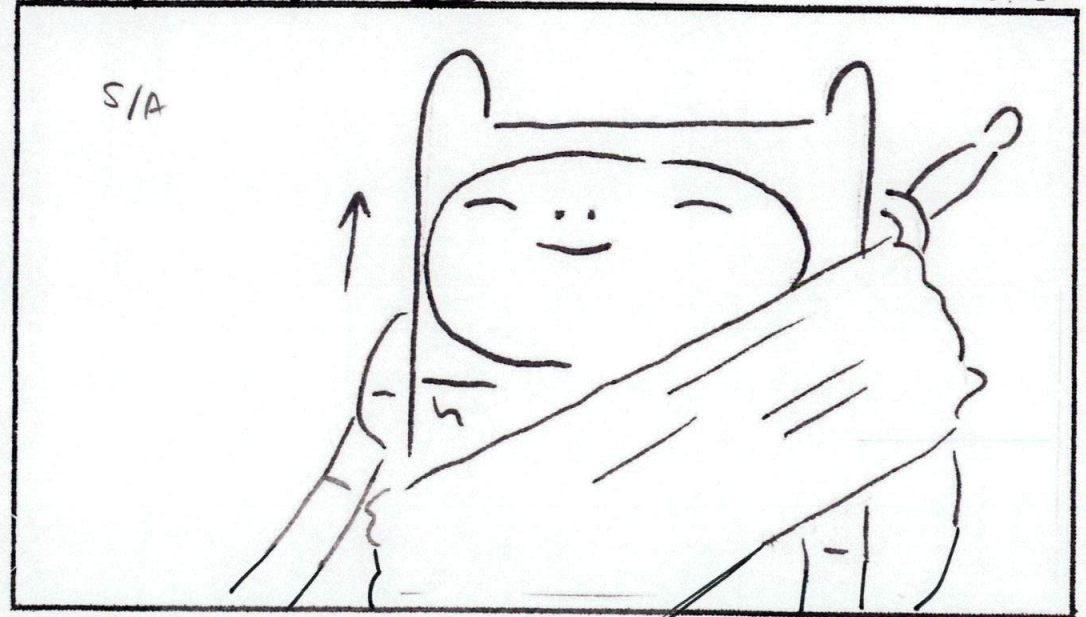


Sc. 96 CONT Pnl. B

Bg.

Page 119

day night



Dialog:

SFX: * FAINT BEAUTIFUL MUSIC *

F) [DEEP BREATH]

[(F) DOESN'T REALIZE THE MUSIC HAS STOPPED AS "MINOR LOOP" STARTS TO PLAY.]

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1034/239

Production :



Sc. 96 cont Pnl. C

Bg.

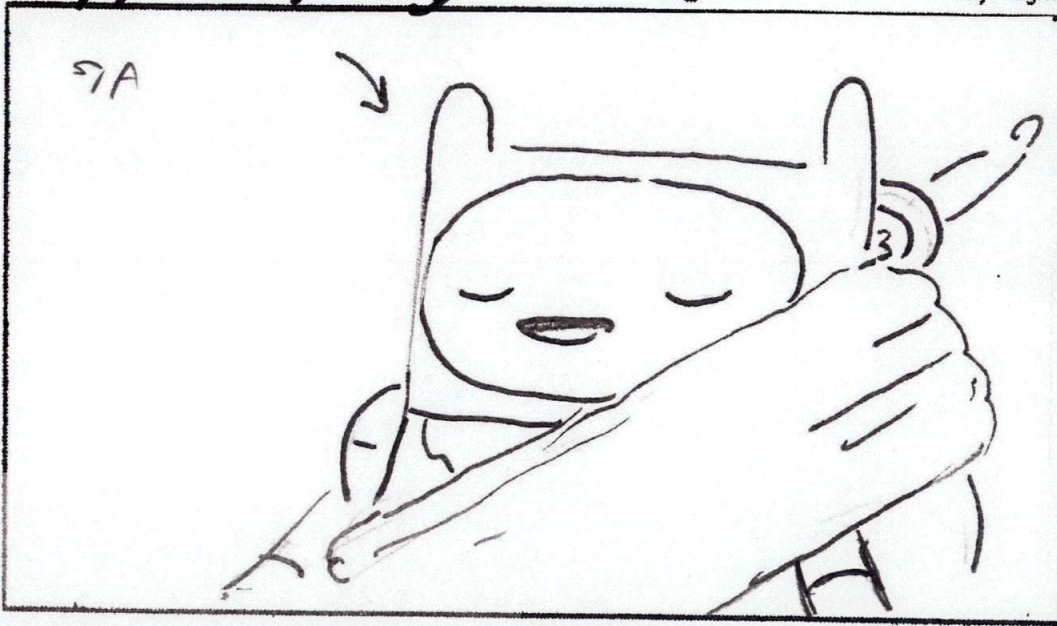
day night



Sc. 96 cont Pnl. D

Bg.

day night



Page 120

Dialog:

— F) Ahhh. (relaxed)

SFX: * MUSIC CONTINUES *

— F) THIS SONG IS INCREDIBLE.
(RELAXED)

Action

Timing

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Production :

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1034/239



Sc. 96 CONT Pnl. E

Bg.

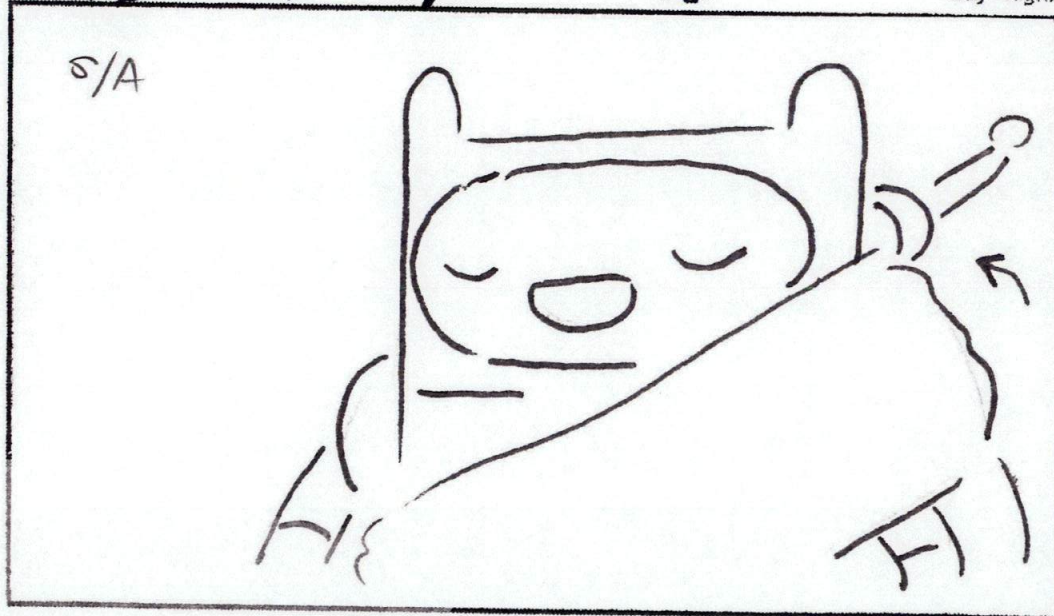
day night



Sc. 96 CONT Pnl. F

Bg.

day night



Di:

F) UNLESS SOMETHING
AMAZING HAPPENS →

F)(CONT'D) I DO BELIEVE WE HAVE A --

SFX: * MUSIC CONTINUES *

Ac

Tir

DEC 10 2015

Production :

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1034/239

1034/239



Sc. 96 cont Pnl. G

Bg.

day night



Sc. 96 cont Pnl. H

Bg.

day night



Di	(CONT-D) F)WINNER!	SFX: * MUSIC CONTINUES	F) HUH?!
Ac			
Ti			

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EPISODE #

Production :

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ADVENTURE TIME



Page **123**

Sc. 97

Pnl. **A**

Bg.

day night

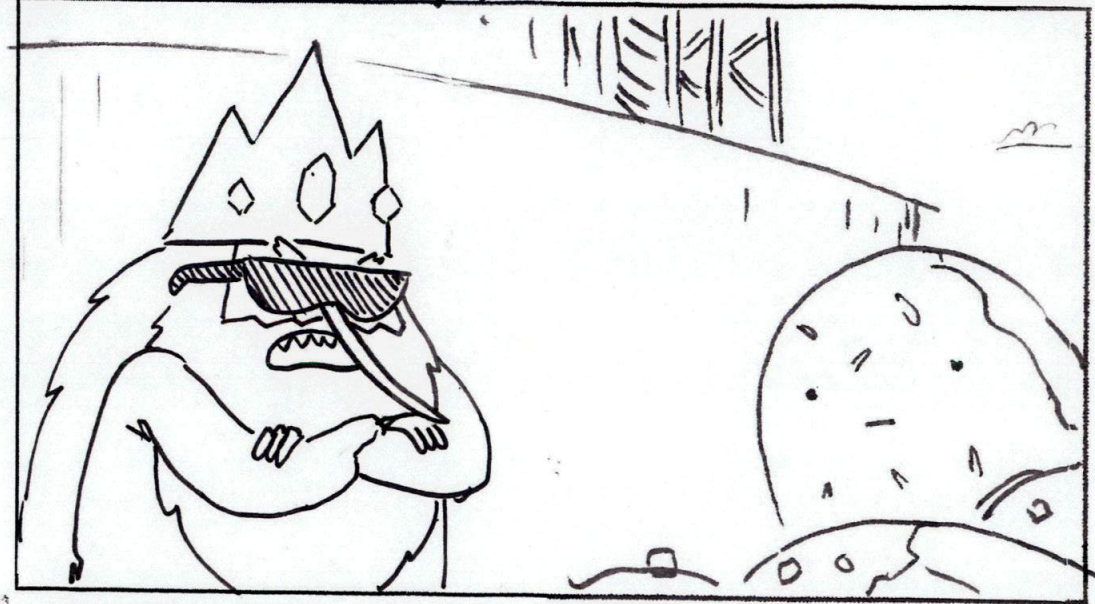


Sc. 98

Pnl. **A**

Bg.

day night

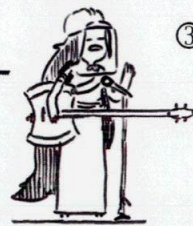
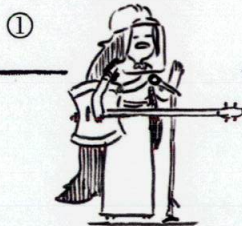


Dialog: M) DUDE, I SLEW A FREAKIN' BONE DEMON FOR THAT THING. C'MON!

IK) AYE, sooner you find it the sooner we can get on with

Action: - NOBODY IS PLAYING INSTRUMENTS, SINGING

Timing:



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Production :

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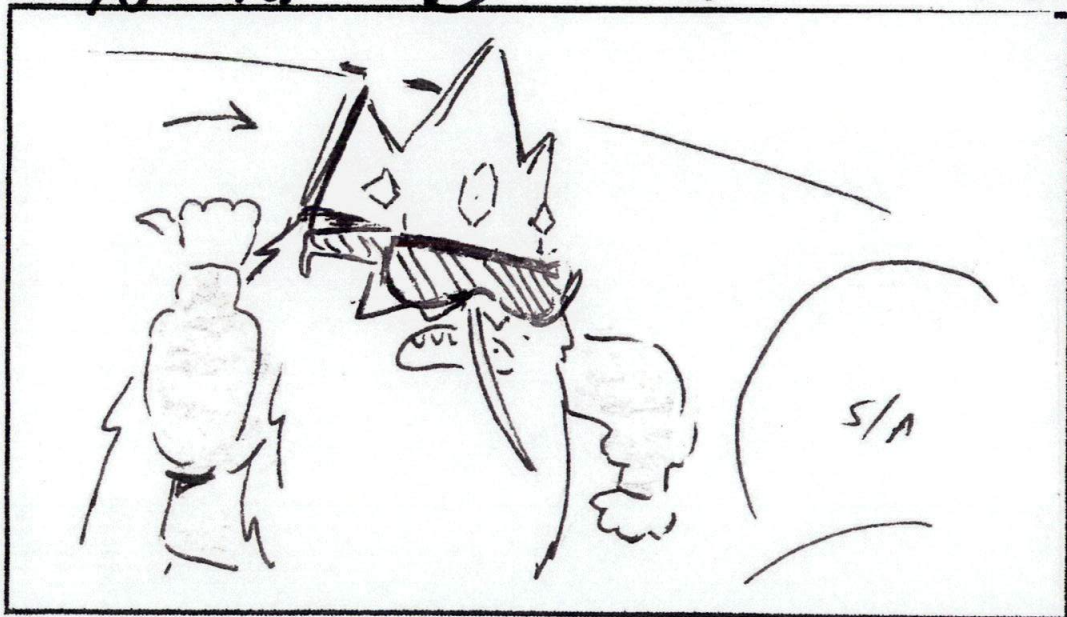
1034/239



Sc. **98 CONT** Pnl. **B**

Bg.

day night

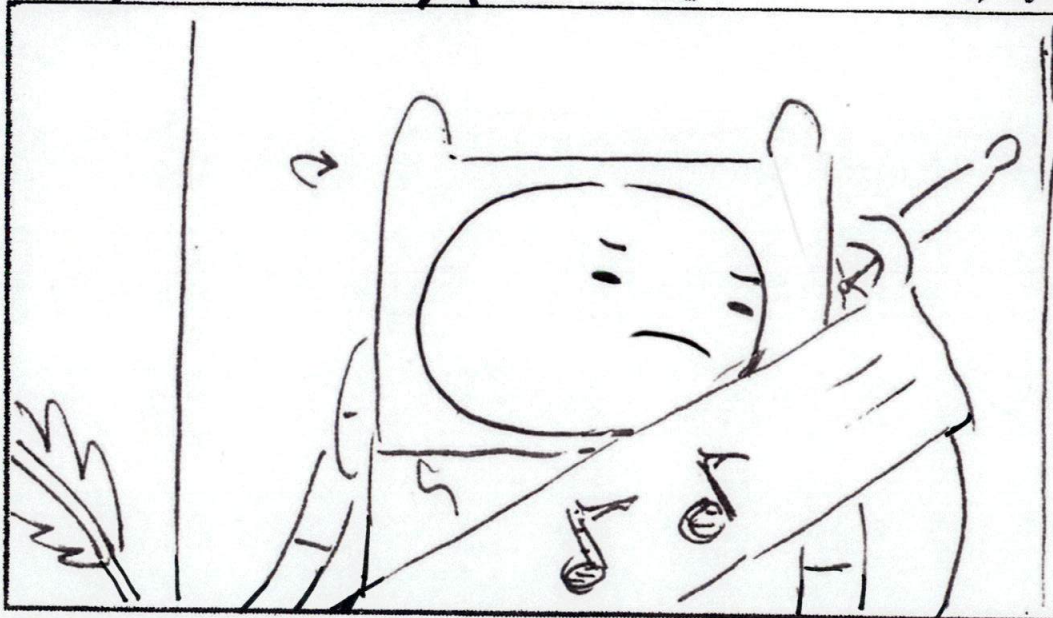


Sc. **99**

Pnl. **A**

Bg.

day night



Dialogue

(K) THE SHOW.

A

Ti

SFX: * BEAUTIFUL MUSIC *

(F) Where is that music coming from?



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1034-239

Production :

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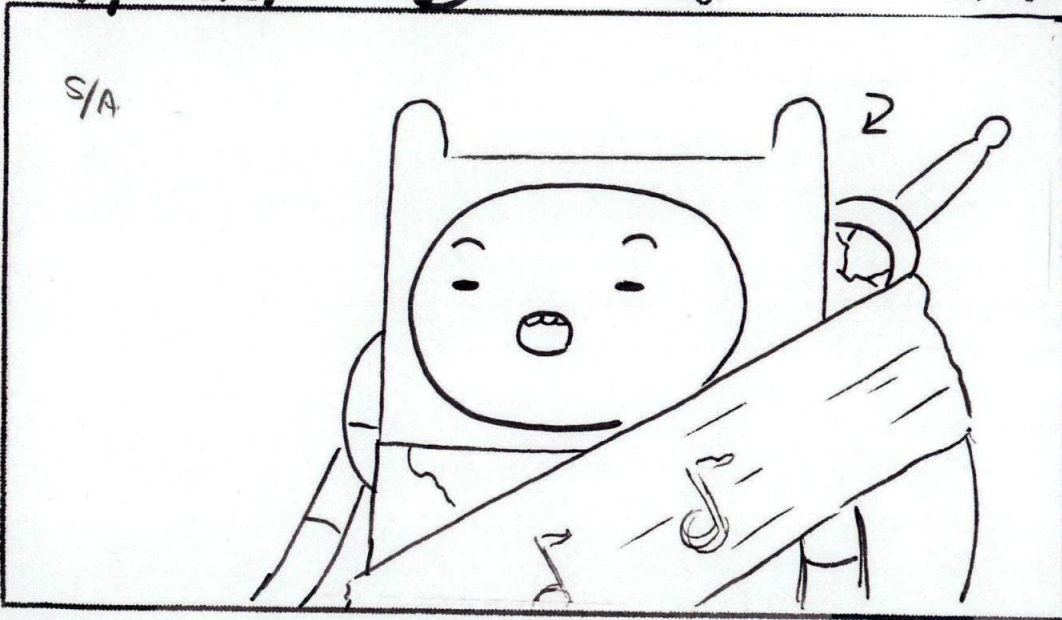
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Sc. 99 CONT Pnl. B

Bg.

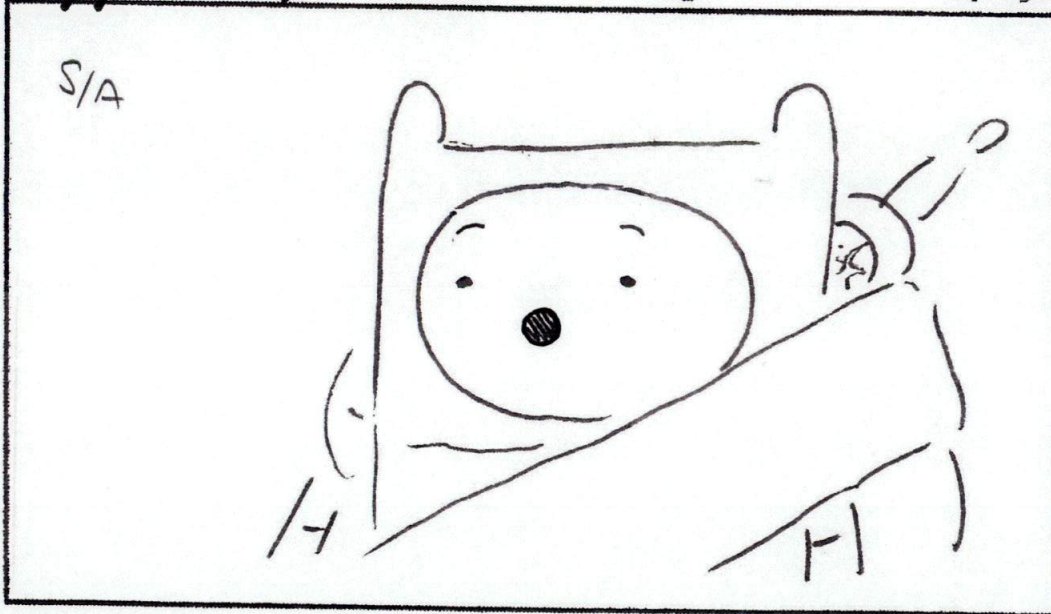
day night



Sc. 99 CONT Pnl. C

Bg.

day night



Dialog:

... (???) F) IT'S BEAUTIFUL.
SFX: * MUSIC CONTINUES *

DEC 1 0 2015

Production :

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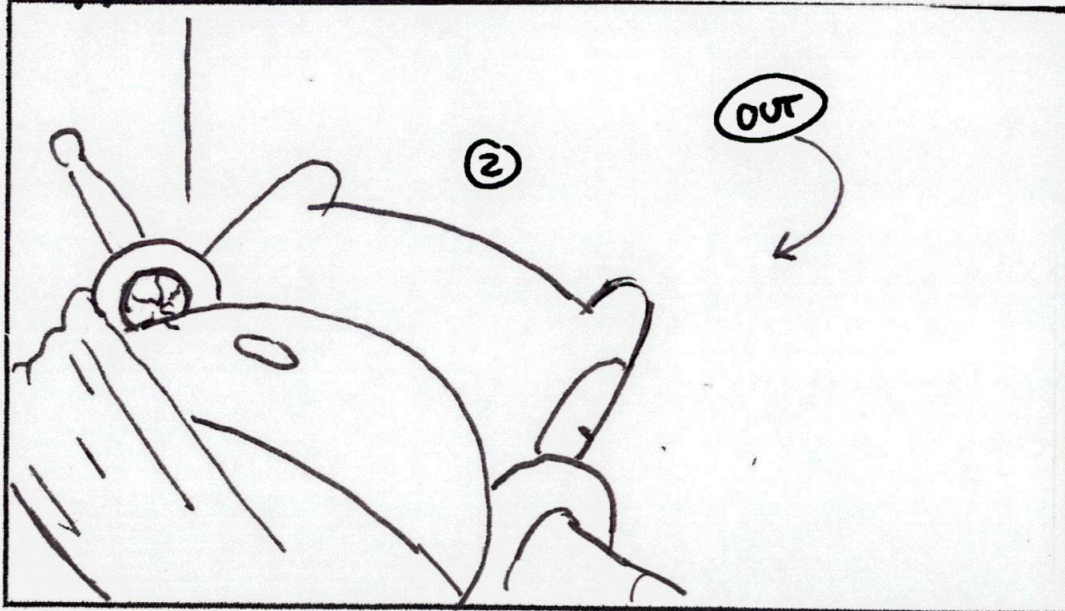
1034/239

1034/239

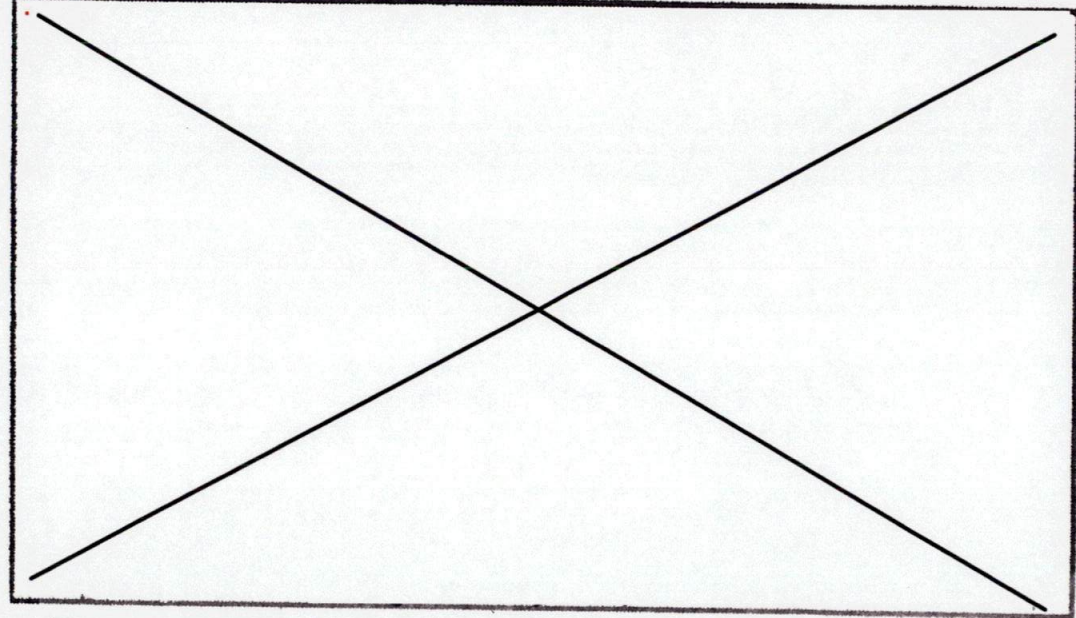


NO SC'S
100-102

Sc. 99 CONT Pnl. D Bg. day night



Sc. Pnl. Bg. Page 126
NO PGS 127-129 day night



Dialog:

SFX: * MUSIC CONTINUES * _____

Action:

- F. LOWERS HIMSELF
FROM CHAIR.

Timing:



DEC 10 2015

Production :

EPISODE #

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1034/239

ADVENTURE TIME



Sc. 103

Pnl. A

Bg.

day night

Sc.

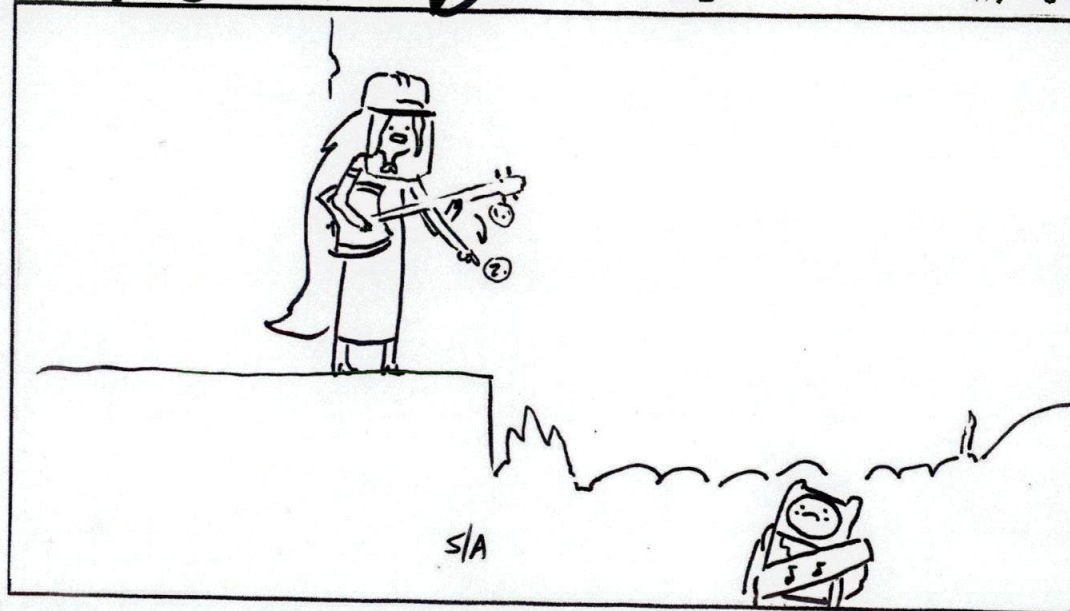
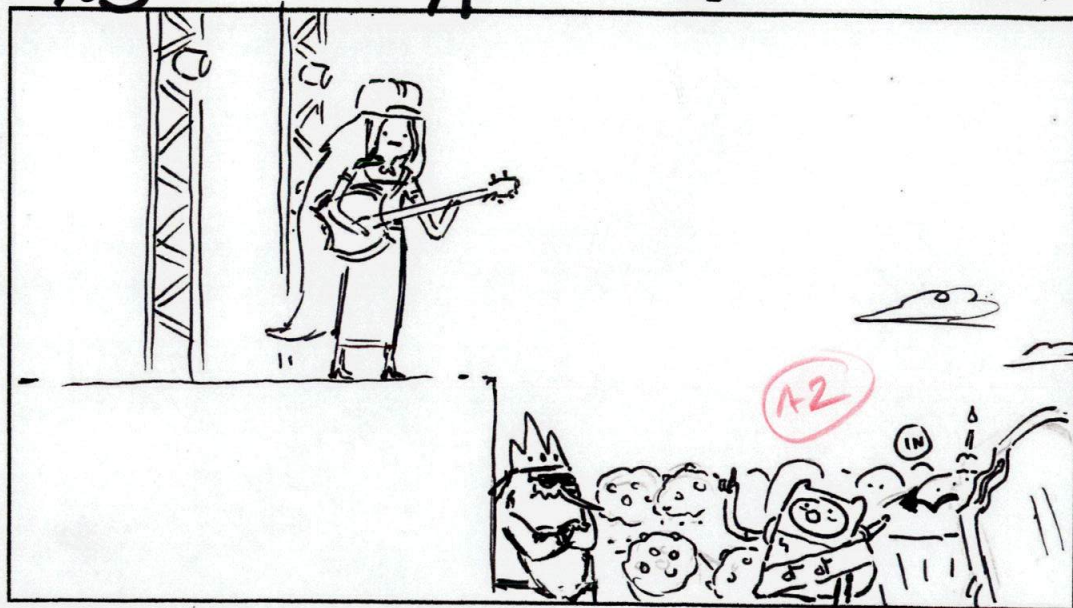
103 cont Pnl. B

Bg.

Page

130

day night



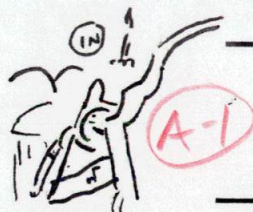
Dialog:

F) HEY MARCELINE, WHERE'S THAT BEAUTIFUL MUSIC COMING FROM?

M) WHAT MUSIC? THEY'RE STILL LOOKING FOR MY PICK 2)

Action:

- F. WALKS ON/5.



Timing:

DEC 10 2015

Production :

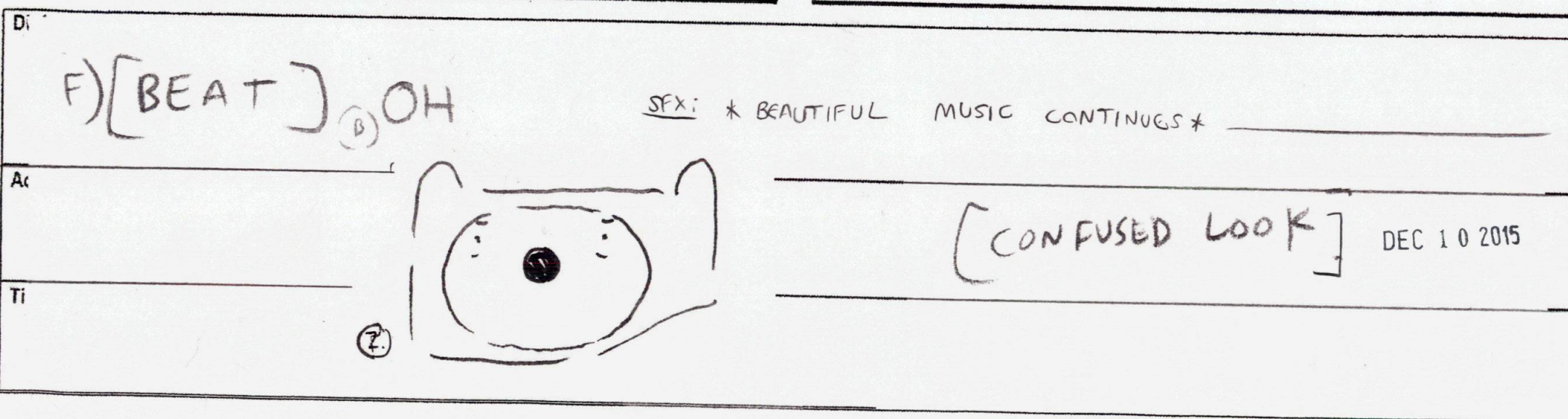
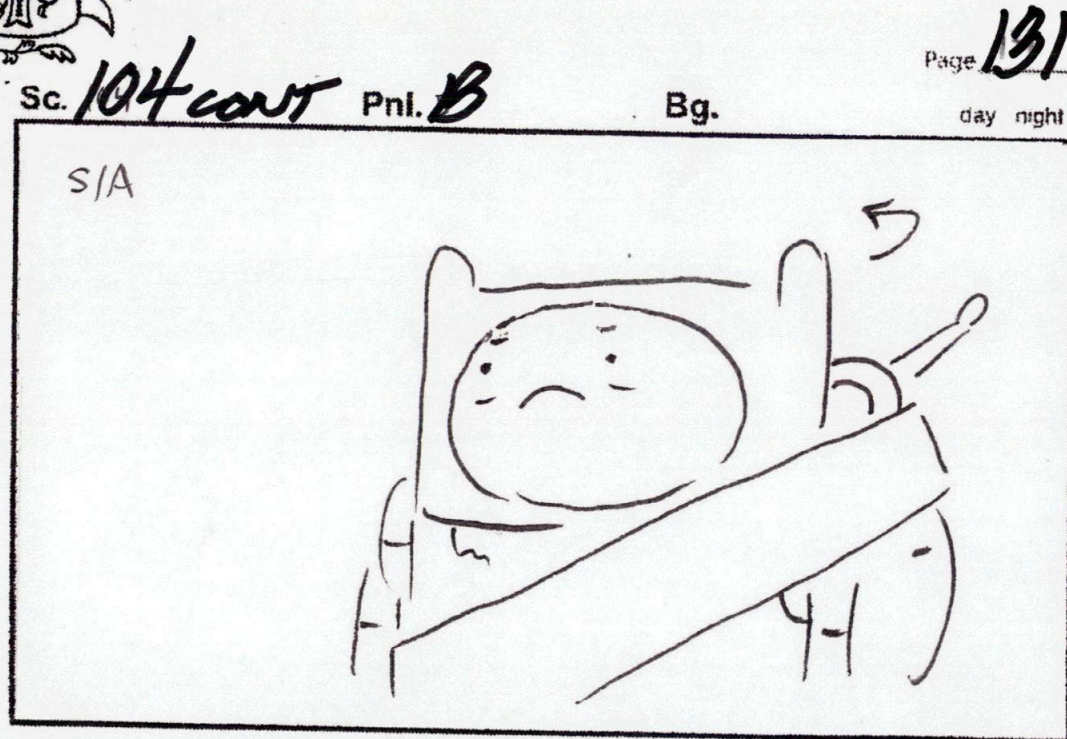
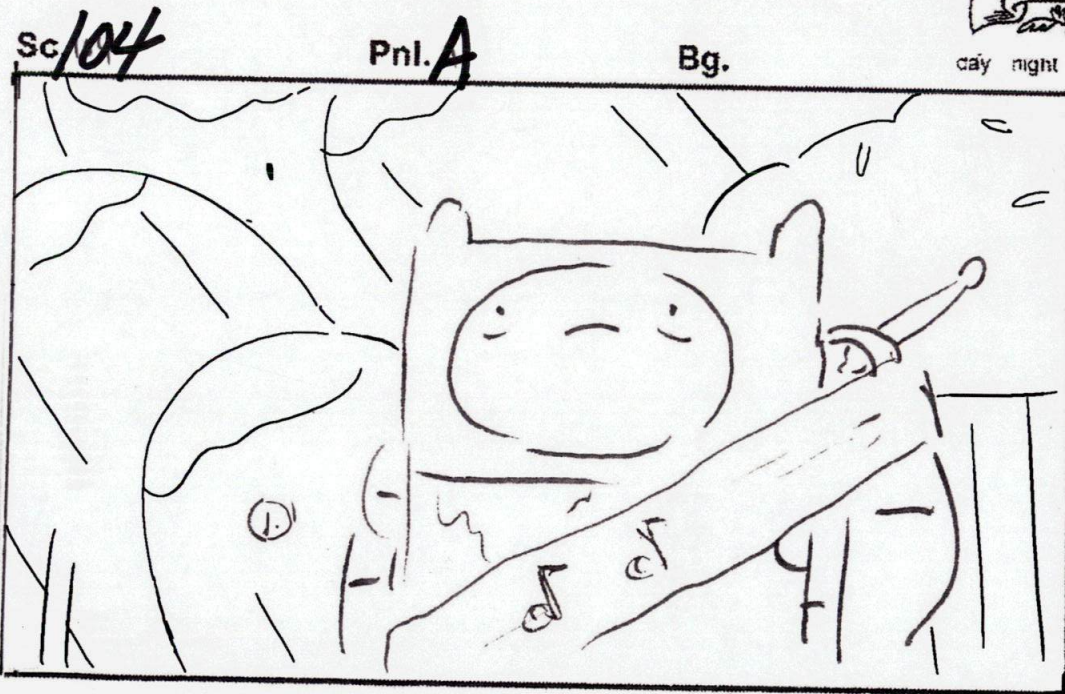
EPISODE #

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1034/239

1034/239

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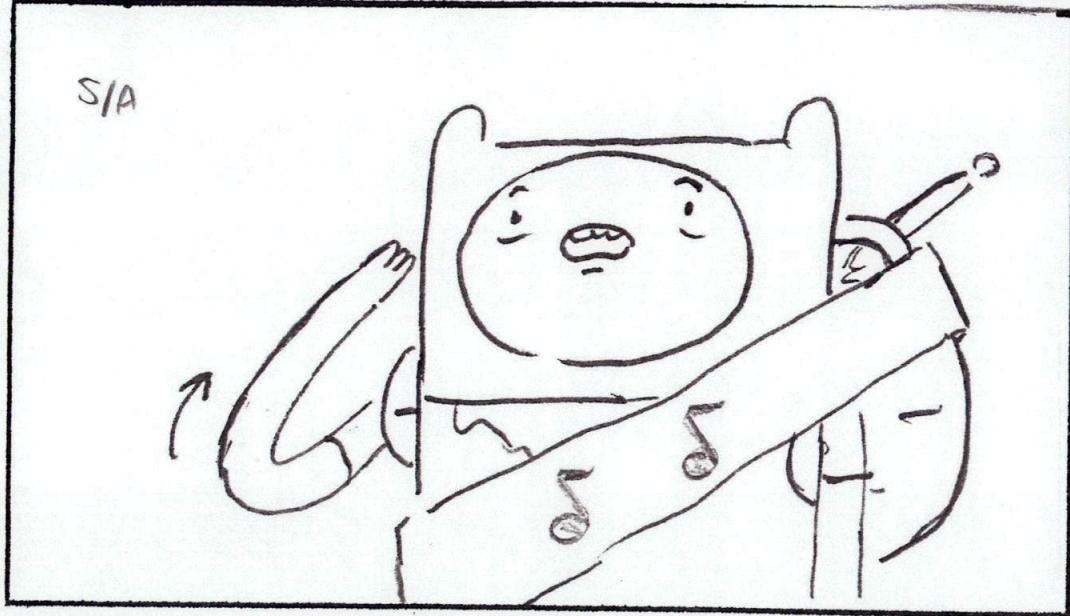




Sc. 104 cont Pnl. C

Bg.

day night

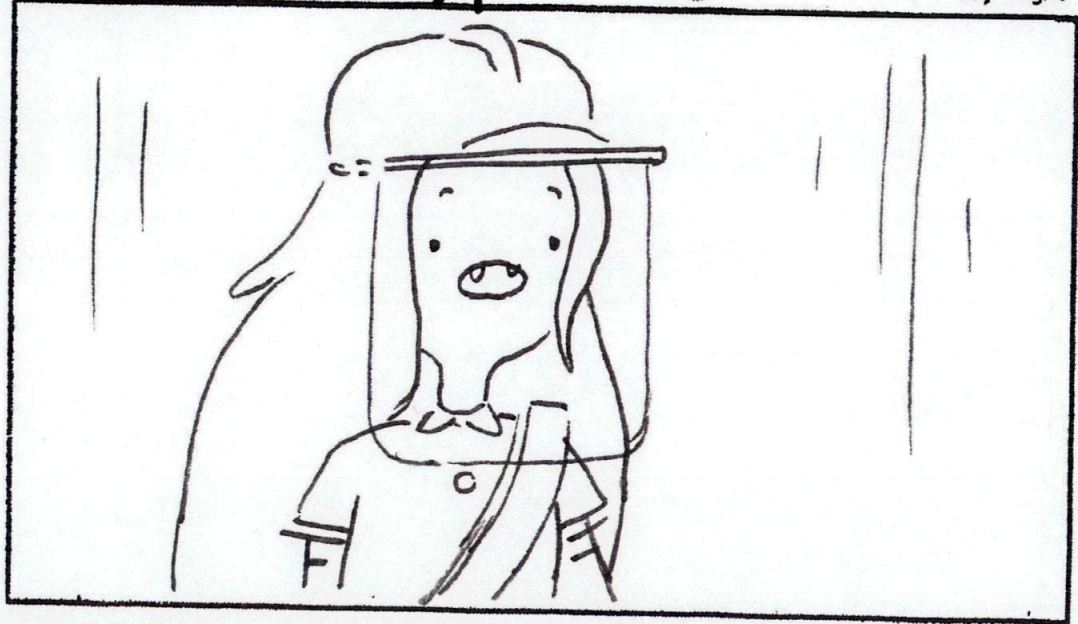


Sc. 105

Pnl. A

Bg.

day night



Page 132

Dialog:

F) YOU MEAN YOU DON'T HEAR THAT
RIGHT NOW?

Action

SFX: * BEAUTIFUL MUSIC *

M) ARE YOU ALRIGHT
DUDE?

Timir

DEC 10 2015

EPISODE #

1034-239

Production :

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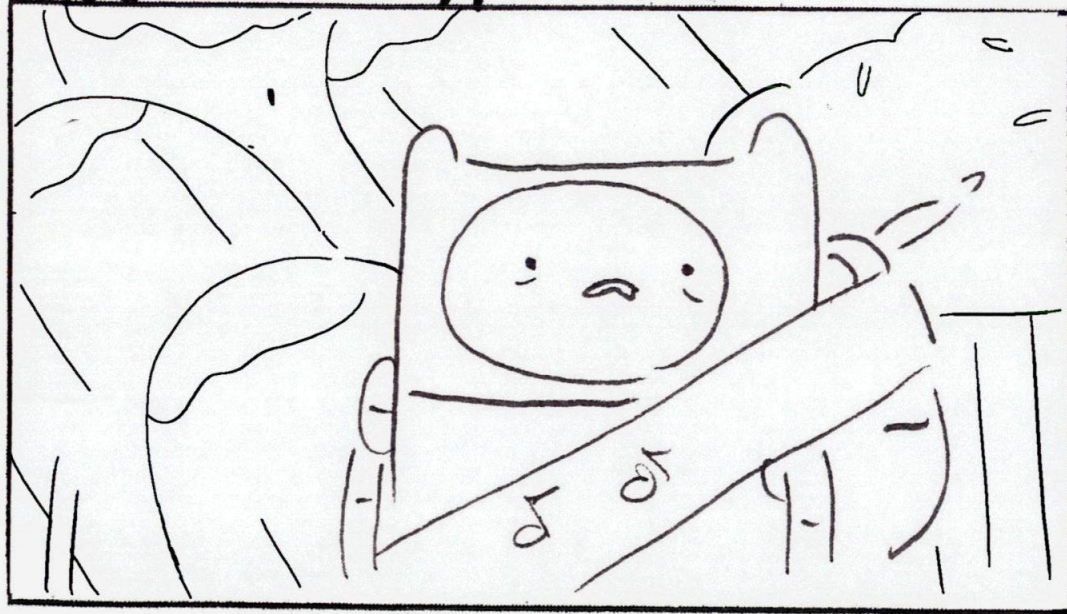


Sc. 106

Pnl. A

Bg.

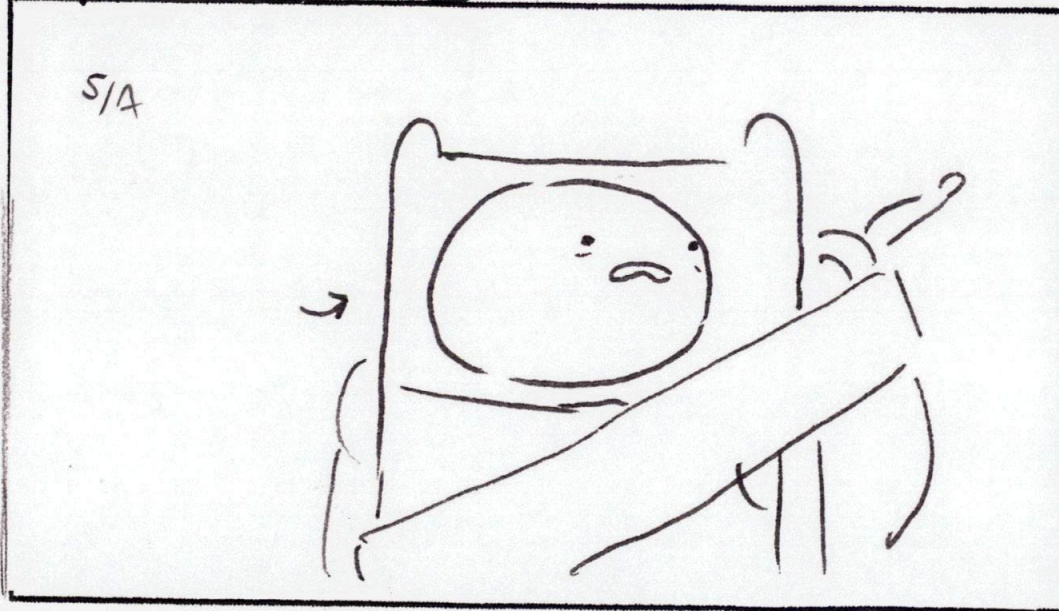
day night



Sc. 106 cont Pnl. B

Bg.

day night



Dialog:

SFX: * BEAUTIFUL MUSIC CONTINUES *

F) UHHH...

F) YEAH

Action

Time

DEC 10 2015

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EPISODE #

1034/239

Production :

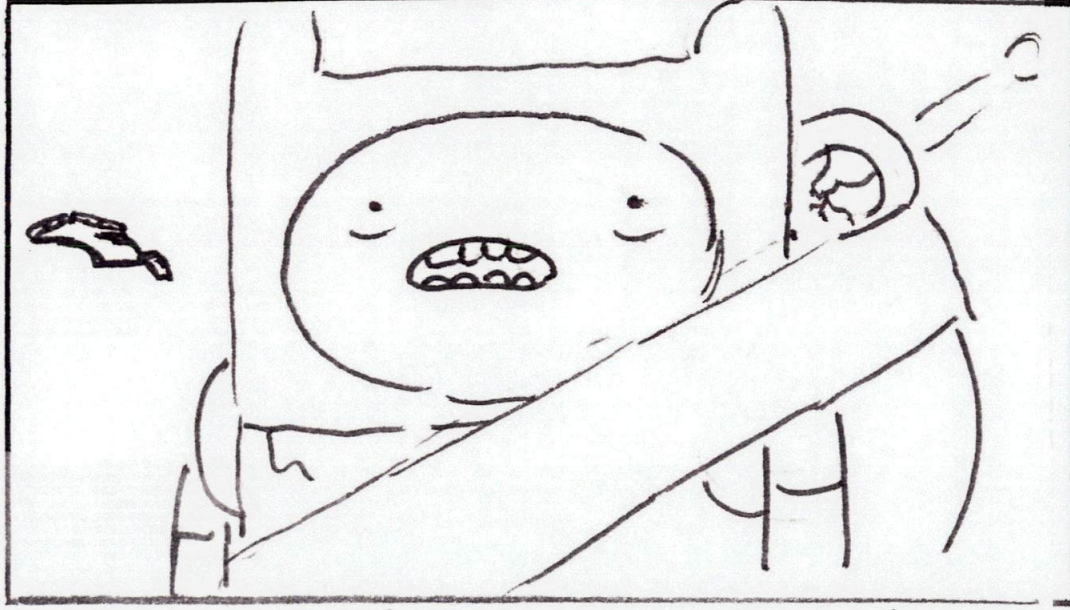
1034/239



Sc. **106 CONT** Pnl. **C**

Bg.

day night

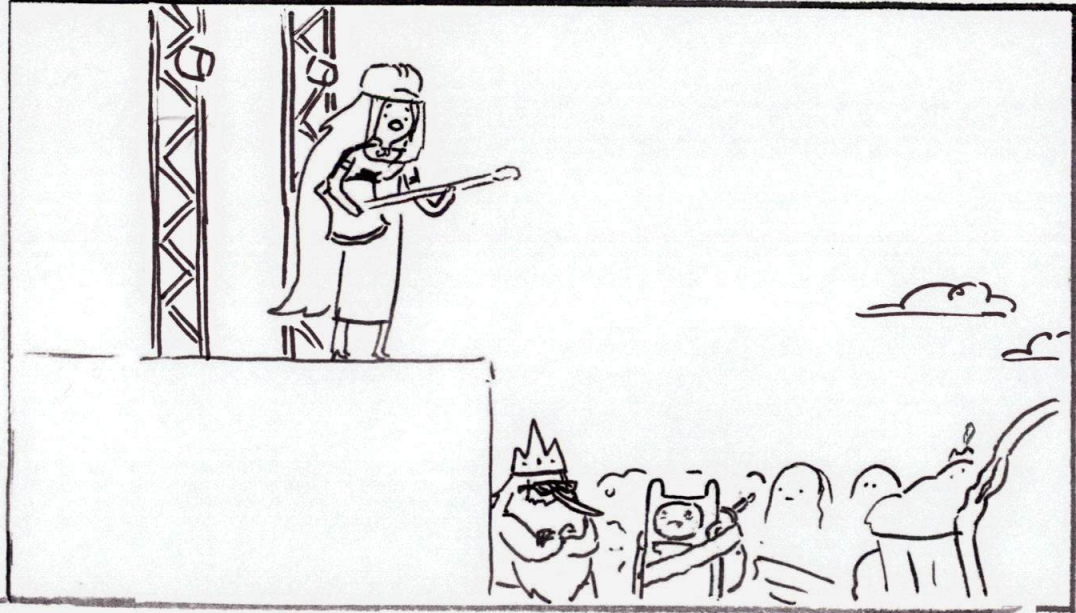


Sc. **107**

Pnl. **A**

Bg.

day night



Dialog:

F)

I'M FINE.

SFX * MUSIC *

m)

WE'RE NOT GONNA GET POINTS DEDUCTED
FOR THIS ARE WE?

(F) WALKS TOWARDS SCREEN)

DEC 10 2015

Production :

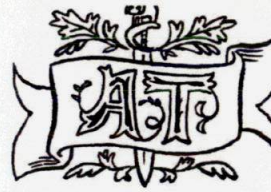
EPISODE #

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ADVENTURE TIME



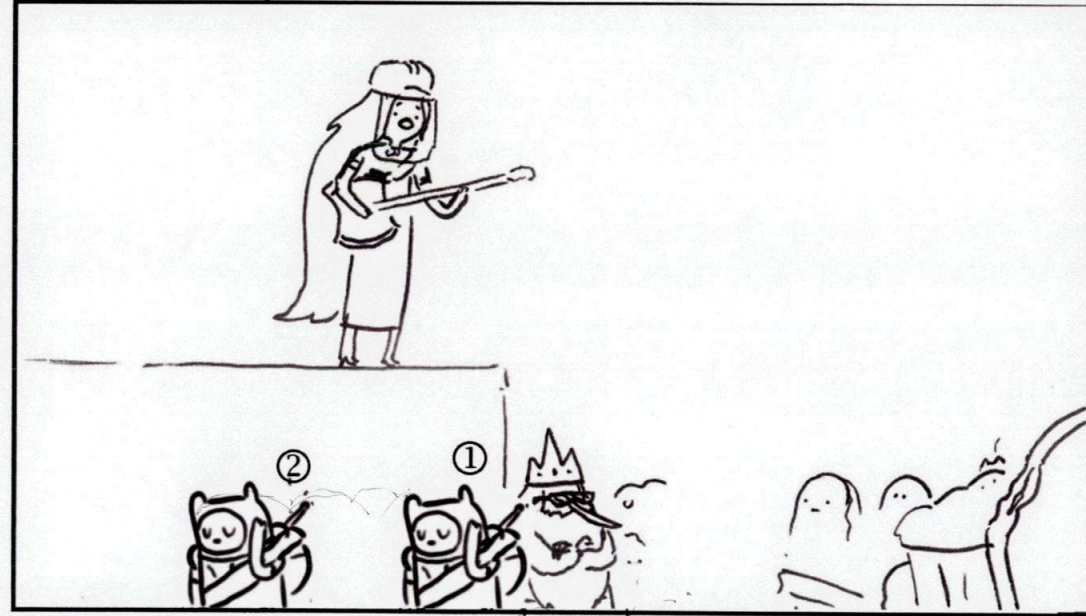
Page 135

Sc. 107 *CONT*

Pnl. B

Bg.

day night

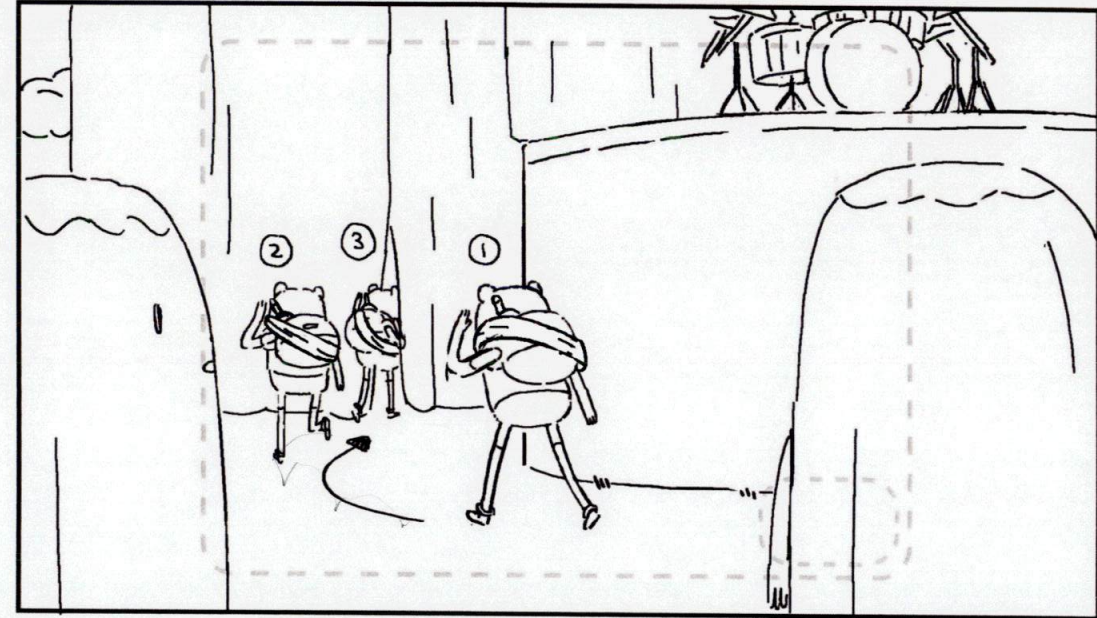


Sc. 108

Pnl. A

Bg.

day night



Dialog:

CROWD [WALLA]

SFX:

(MINOR LOOP PLAYS THRU THIS SEQ)

CROWD [WALLA]

Action:

- F. WALKS PAST M. LISTENING TO MUSIC
WITH CLOSED EYES,

- F. HEADS BACKSTAGE.

Timing:

DEC 10 2015

Production:

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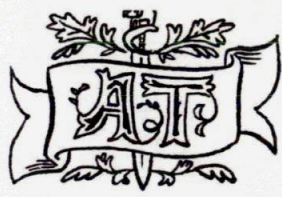
1034/239

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ADVENTURE TIME



Sc. 109 Pnl. A Bg. day night

Sc. 109 *CONT* Pnl. B Bg. day night

Dialog: SFX: * BEAUTIFUL MUSIC * _____

JAKE + LADY: [HUMMING]

Action: - F. PUSHES THROUGH CURTAINS. - JAKE'S VIOLA AND LADY'S HUMMING FADES IN, MINOR LOOP FADES OUT

Timing: _____

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Production:

ADVENTURE TIME

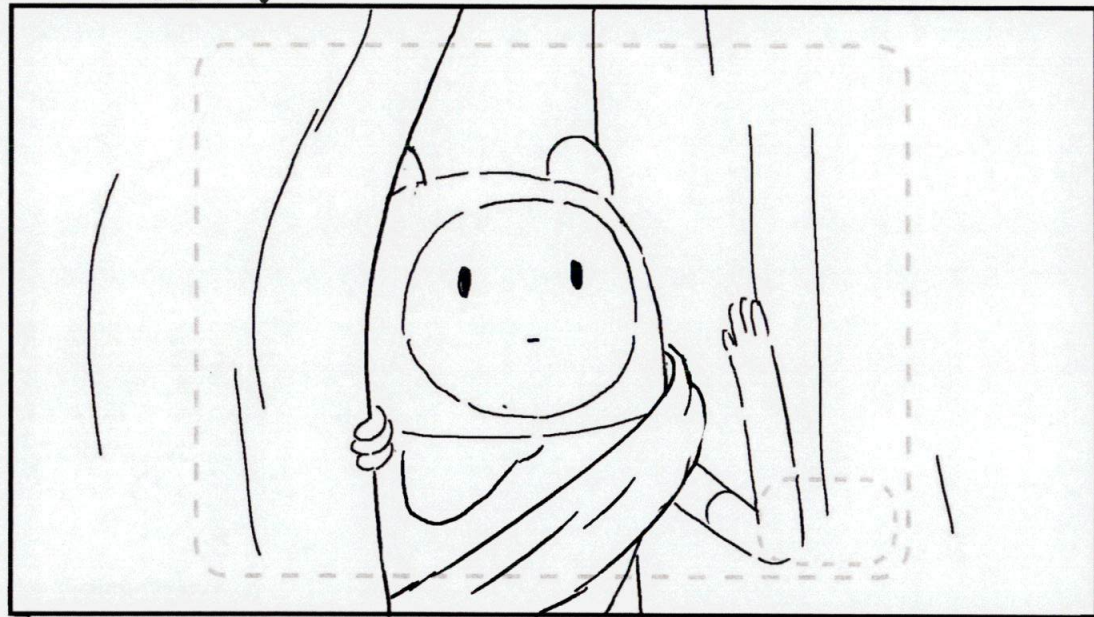


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Sc. 109 *CONT* Pnl. C

Bg.

day night

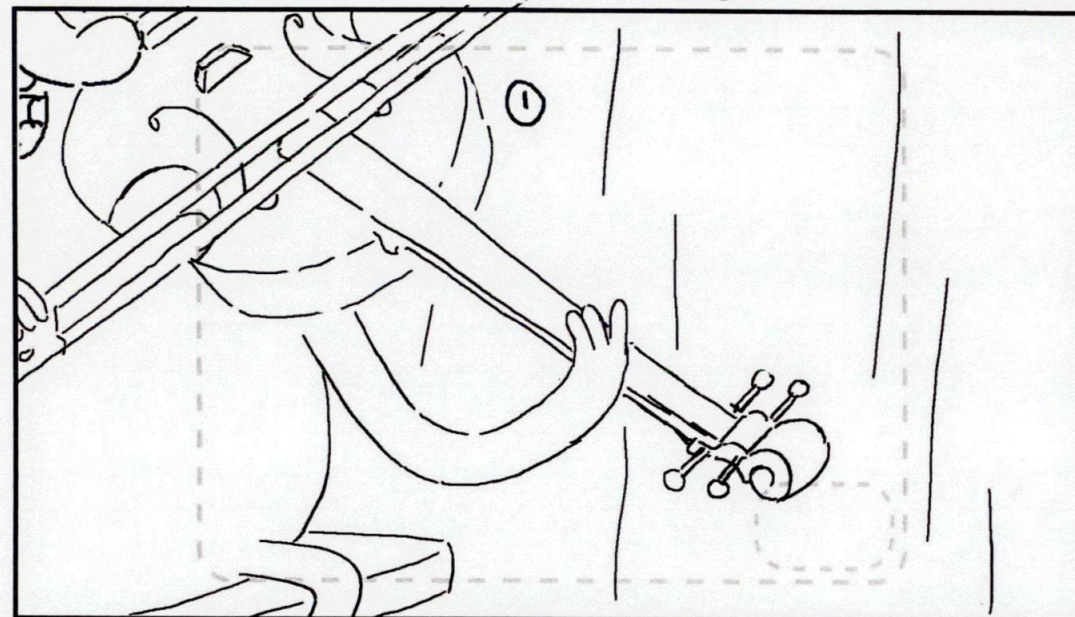


Sc. 110

Pnl. A

Bg.

day night



Dialog:

J+L: [HUMMING]

J: ① Everyone, ② stuffs their buns - - ♪

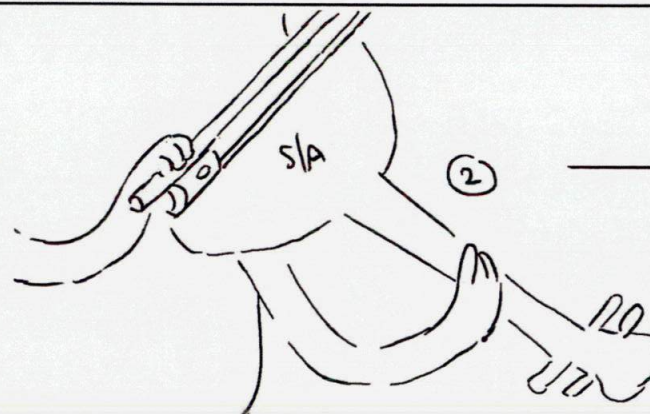
Action:

- F. OPENS HIS EYES

(SHORT JAKE / LADY SONG)

DEC 10 2015

Timing:



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Production:

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ADVENTURE TIME



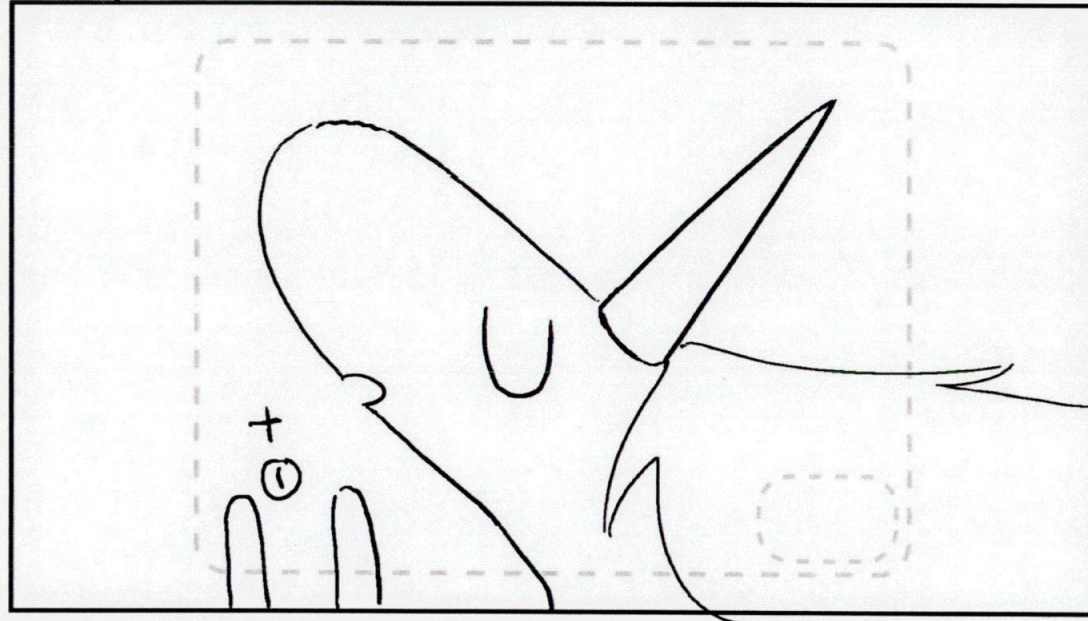
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Sc. **111**

Pnl. **A**

Bg.

day night

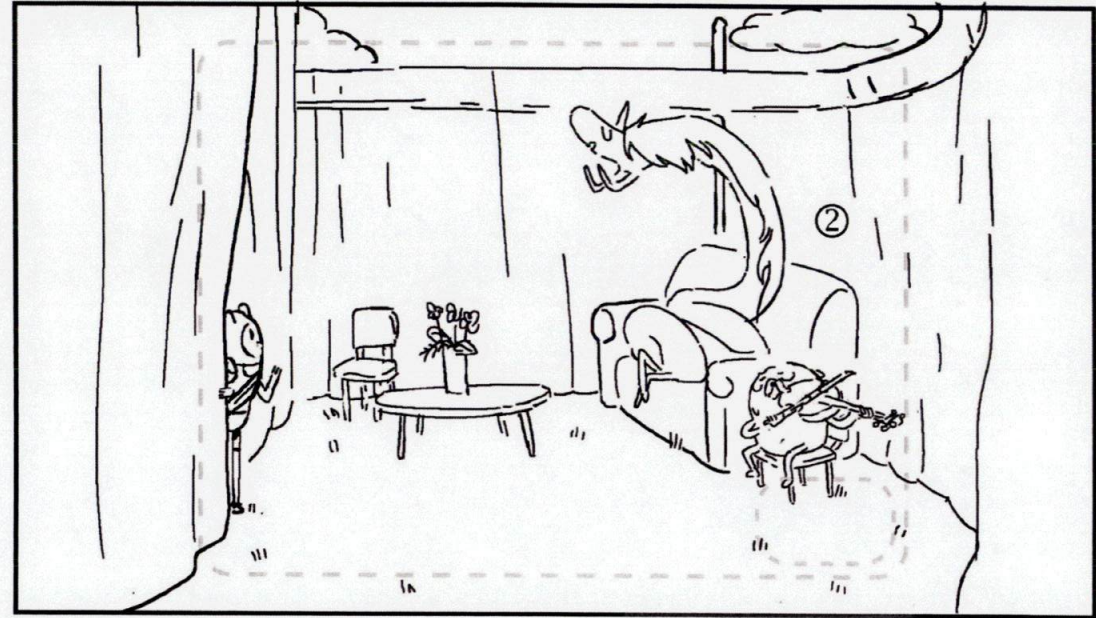


Sc. **112**

Pnl. **A**

Bg.

day night



Dialog:

J: [off screen] Empanada, mandu, wonton

LADY: <SINGS>

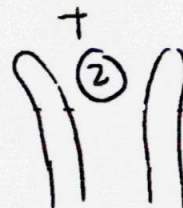
J: Pierogi, dumplings, stuff your face

Action:

- Lady harmonizes

- LADY + JAKE PRACTICING IN THE GREEN ROOM.

Timing:



DEC 10 2015



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EPISODE #

Production:

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ADVENTURE TIME



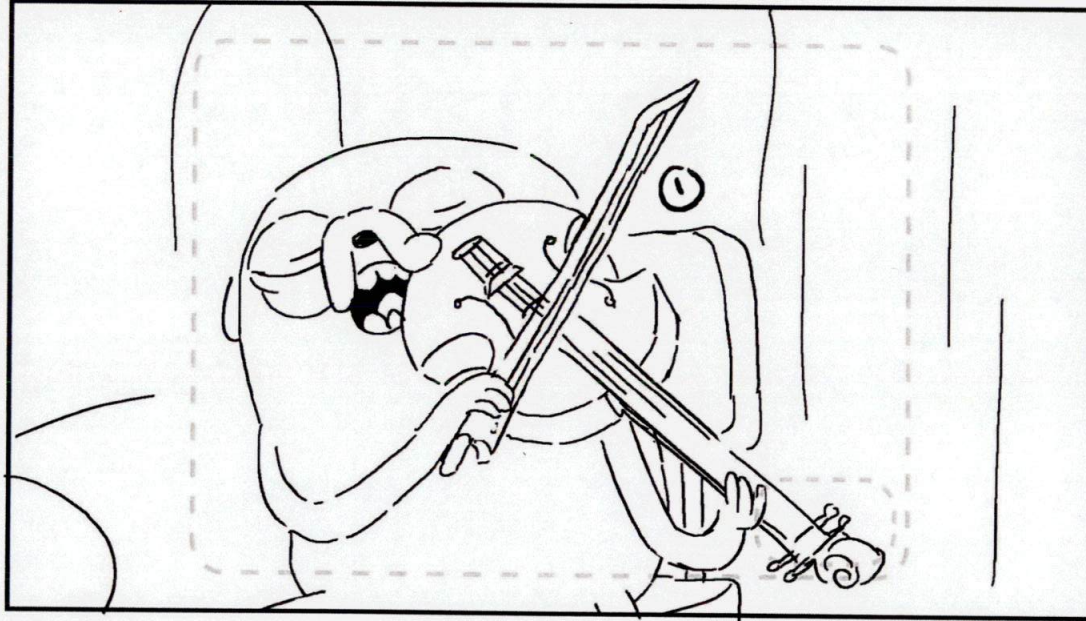
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Sc. 113

Pnl. A

Bg.

day night

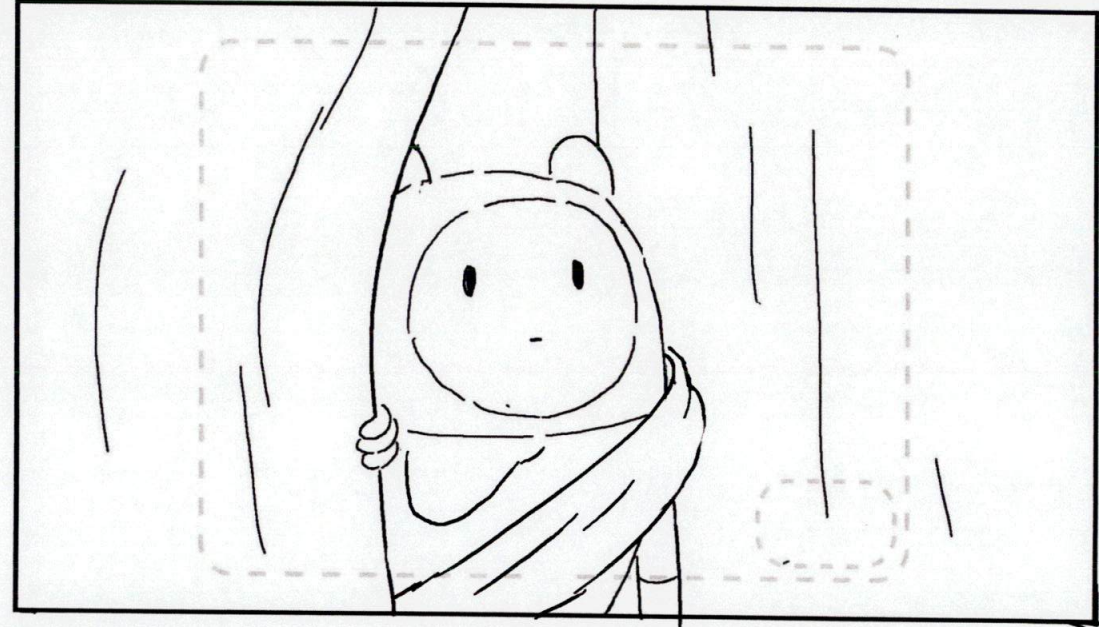


Sc. 114

Pnl. A

Bg.

day night



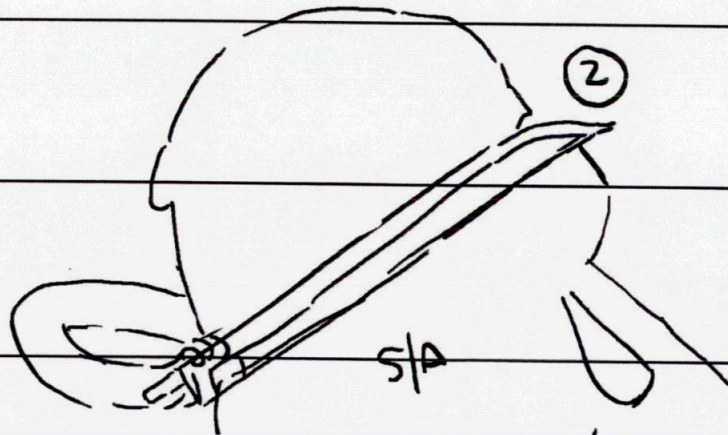
Dialog:

J: ① Same food, different place ②

F: Hm.

J: [off screen] Do dee do do do dee do

Action:



- J. CONTINUES PLAYING.

DEC 10 2015

Timing:

1034-239

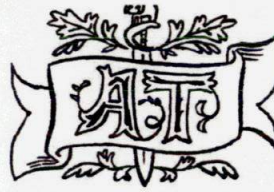
EPISODE #

1034/239

Production:

1034/239

ADVENTURE TIME

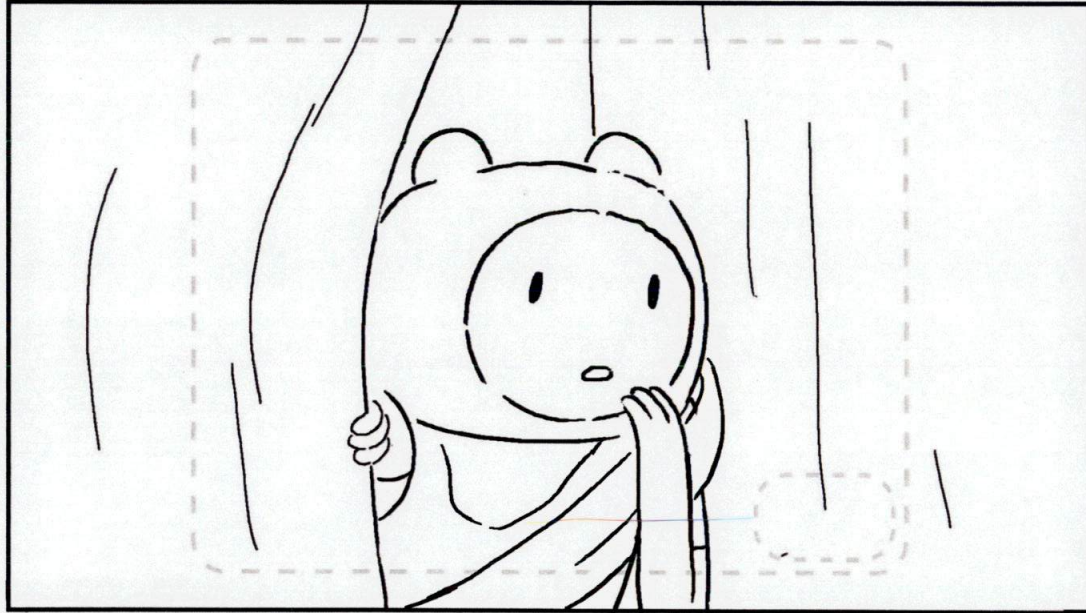


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Sc. 114 *cont* Pnl. B

Bg.

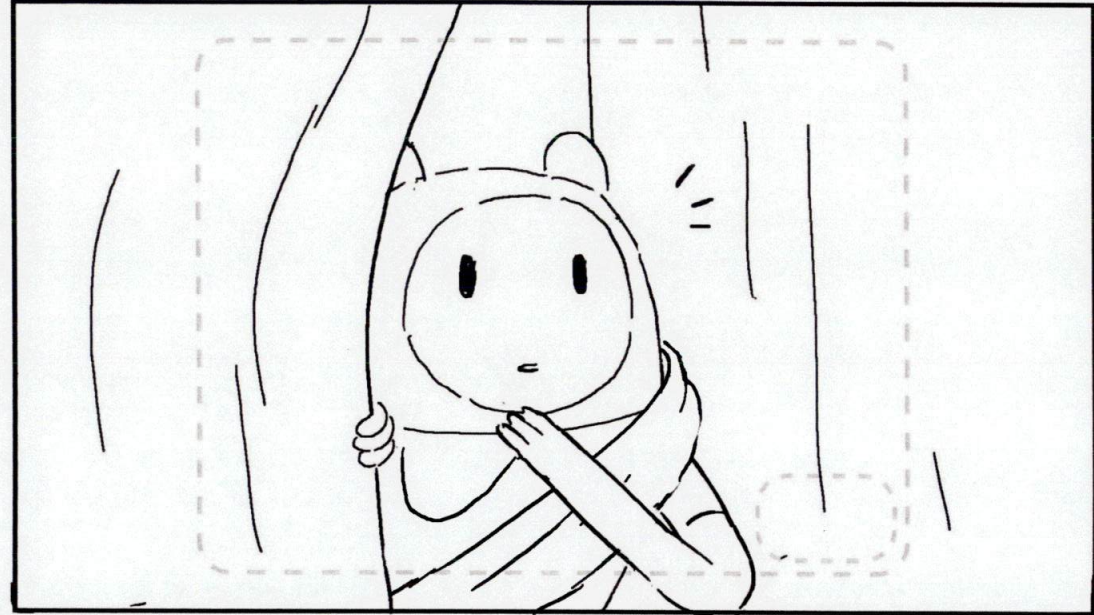
day night



Sc. 114 *cont* Pnl. C

Bg.

day night



Dialog: F: I guess the song wasn't coming from **them**

J: (off screen) What're you doing here?!

J: *Dec DO --*

Action: Jake stops singing

DEC 10 2015

Timing:

EPISODE # 1034-239

Production:

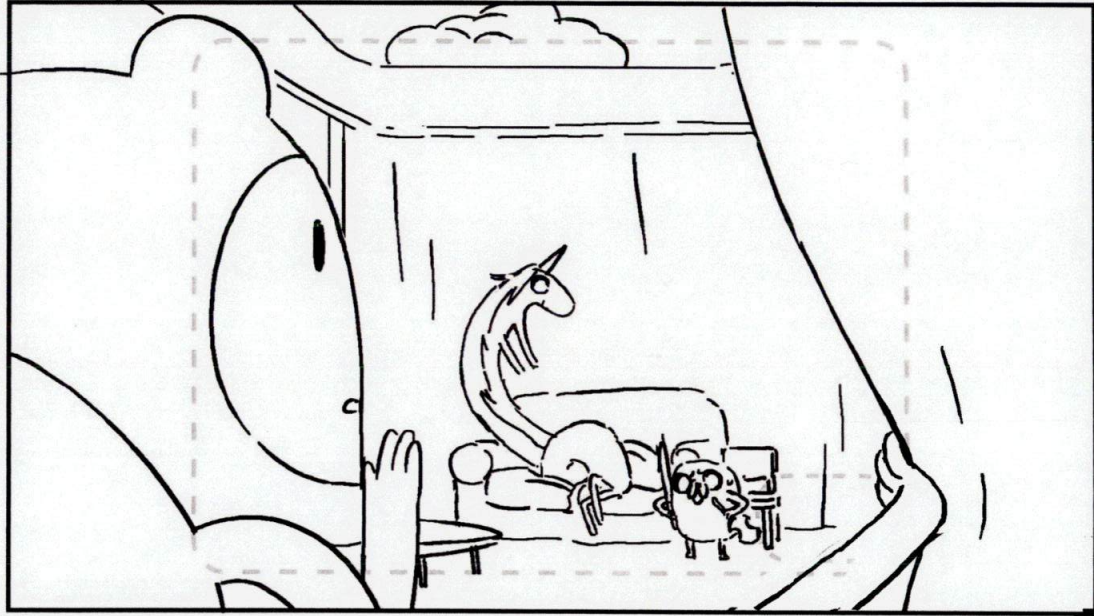
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1034/239

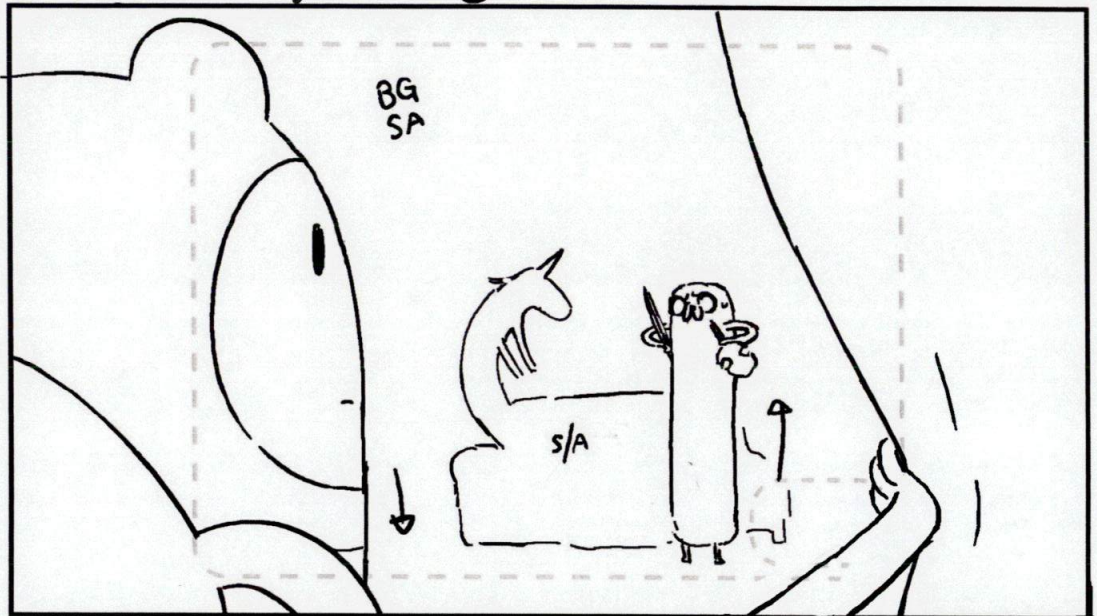
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Dialog:	J: You're supposed to be judging the bands!	J: HM!
	SEX: ♀ FAINT BEAUTIFUL MUSIC ✕	
Action:	- F puts his hands down - J, GROWS TALL FOR EMPHASIS,	
Timing:	DEC 10 2015	

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EPISODE #

1034/239

Production:

1034/239

ADVENTURE TIME

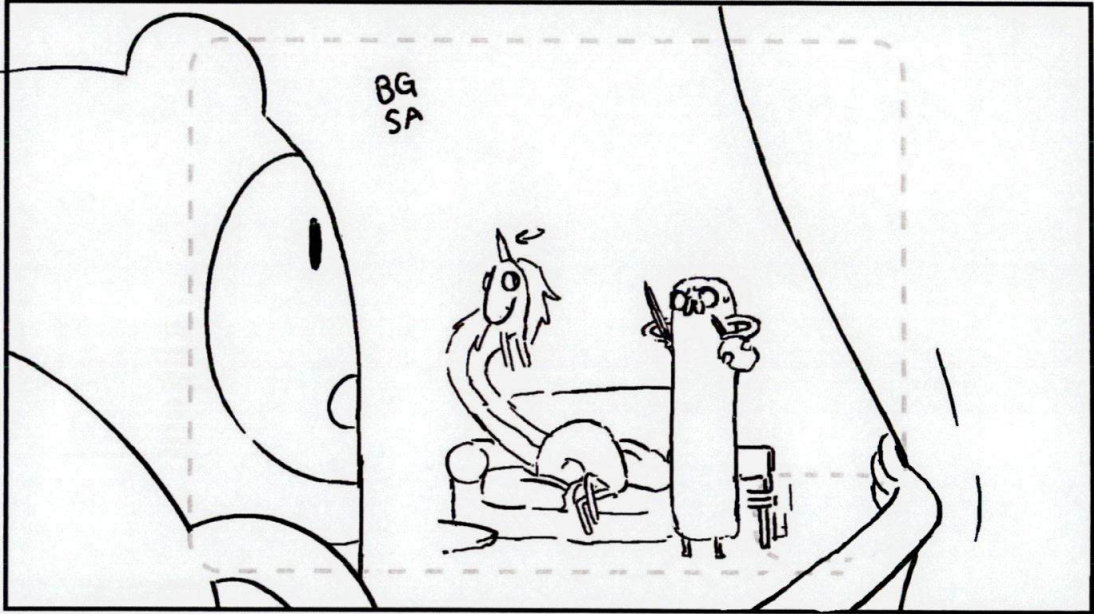


Sc. 115 *CONT*

Pnl. C

Bg.

day night

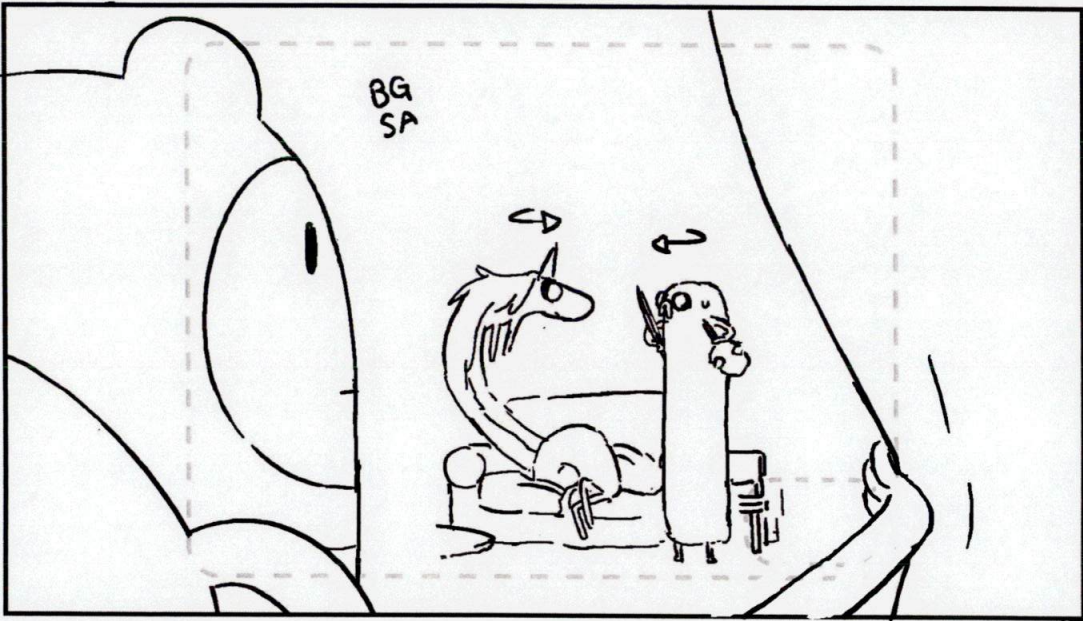


Sc. 115 *CONT*

Pnl. D

Bg.

day night



Dialog:

F: Do... you guys hear that?

JAKE: Hear what?

SFX: * BEAUTIFUL MUSIC FADES IN *

LADY: [HEAR WHAT?]

Action:

DEC 10 2015

Timing:

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EPISODE #

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Production:

ADVENTURE TIME



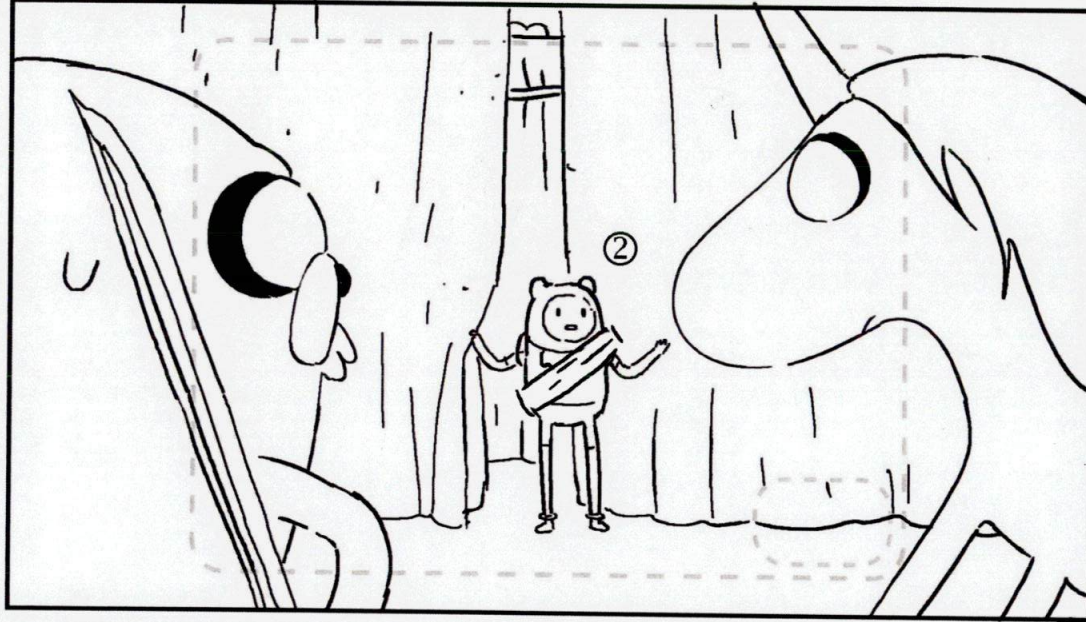
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Sc. 116

Pnl. A

Bg.

day night

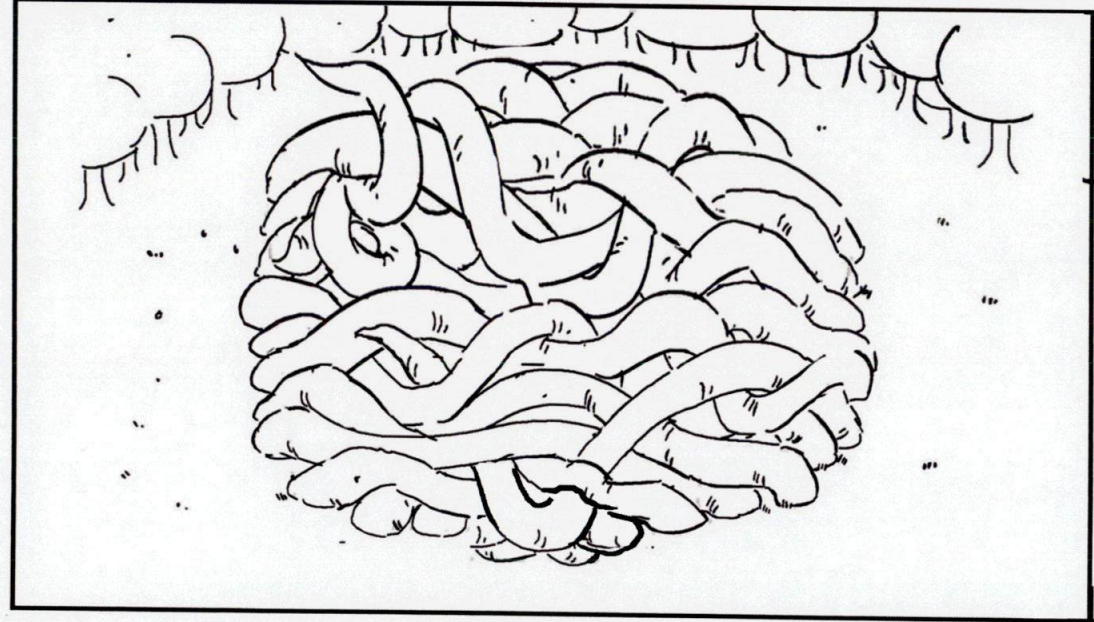


Sc. 117

Pnl. A

Bg.

day night



Dialog:

F: It's like...

^(O/S)
F: ...a beautiful voice singing with itself...

SFX: * BEAUTIFUL MUSIC CONTINUES *

Action:

[Minor Loop is louder in shots of the Music Hole] [Wind blowing]

DEC 10 2015

Timing:



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EPISODE #

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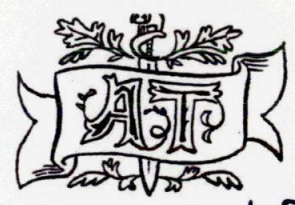
Production:

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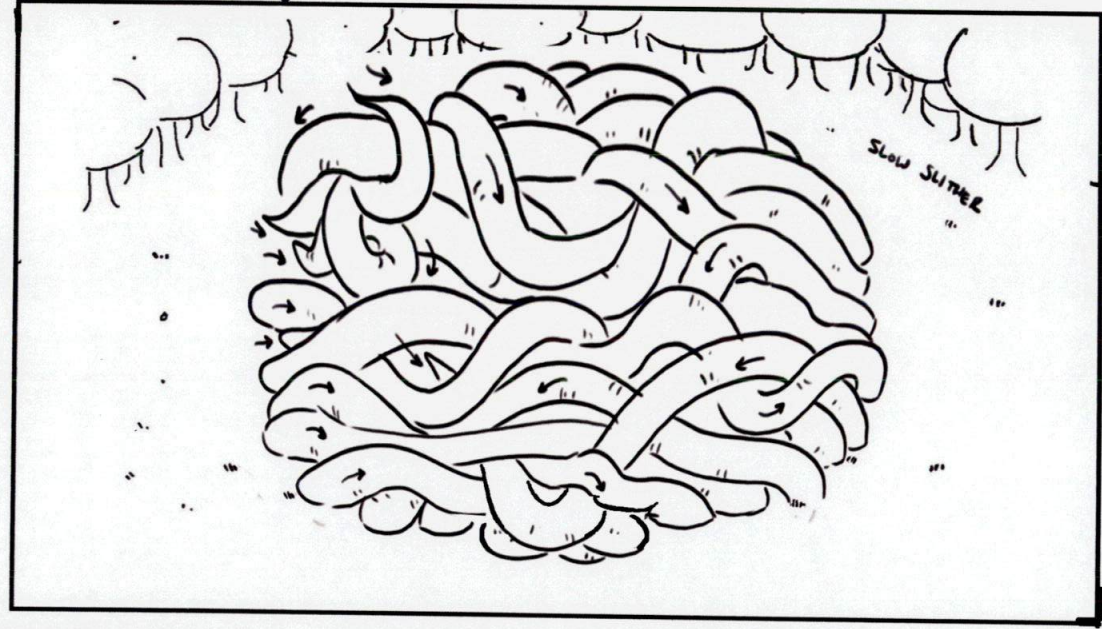
ADVENTURE TIME



Sc. 117 *CONT* Pnl. B

Bg.

day night

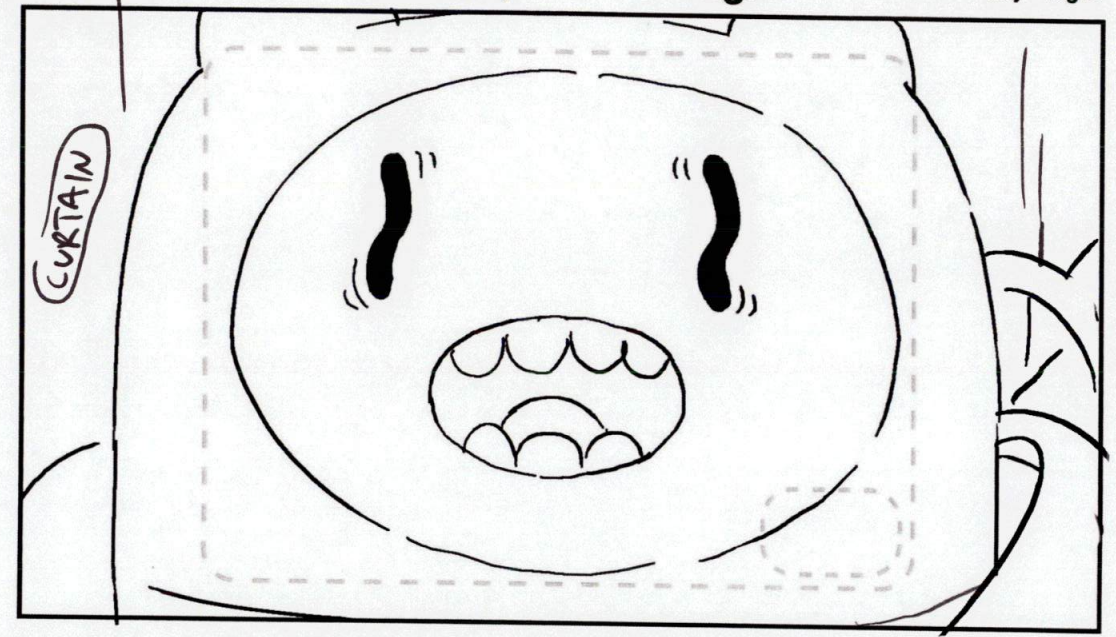


Sc. 118

Pnl. A

Bg.

day night



Dialog:

^(O/S)
F: A SONG I older than time...

F: ...an entire universe vibrating in harmony.

SFX: * BEAUTIFUL MUSIC CONTINUES *

Action:

[dissolve to F's face] [his eyes wiggle]

DEC 10 2015

Timing:

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EPISODE #

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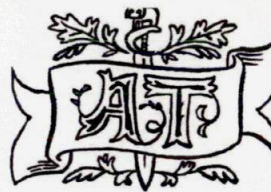
Production:

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ADVENTURE TIME



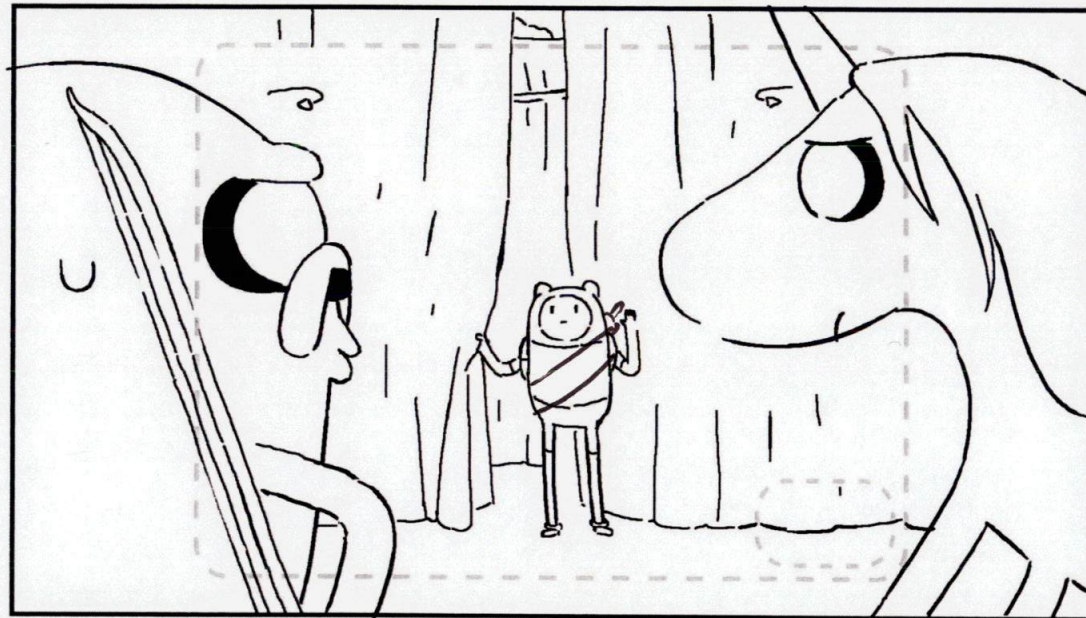
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Sc. 119

Pnl. A

Bg.

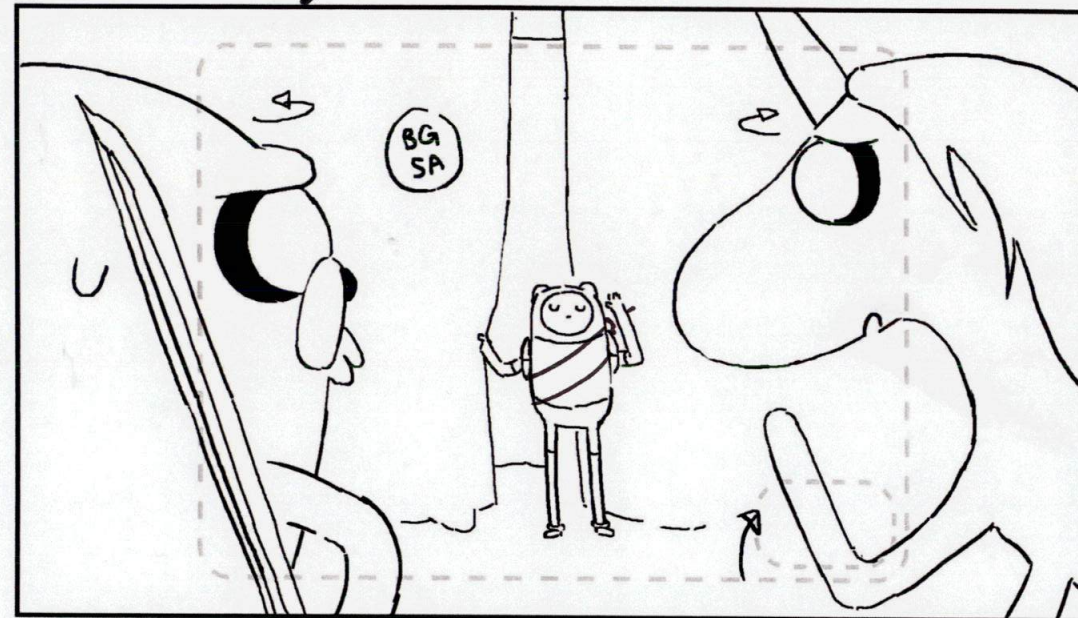
day night



Sc. 119 *cont* Pnl. B

Bg.

day night



Dialog:

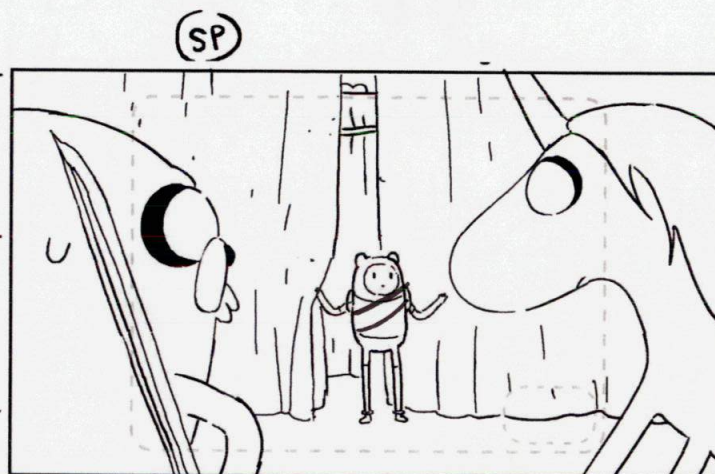
J and L: Hmmm....

L: Finn, you seem overtired.

Action:

[Minor Loop stops playing] J and L
look at each other, skeptical

Timing:



DEC 10 2015

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EPISODE #

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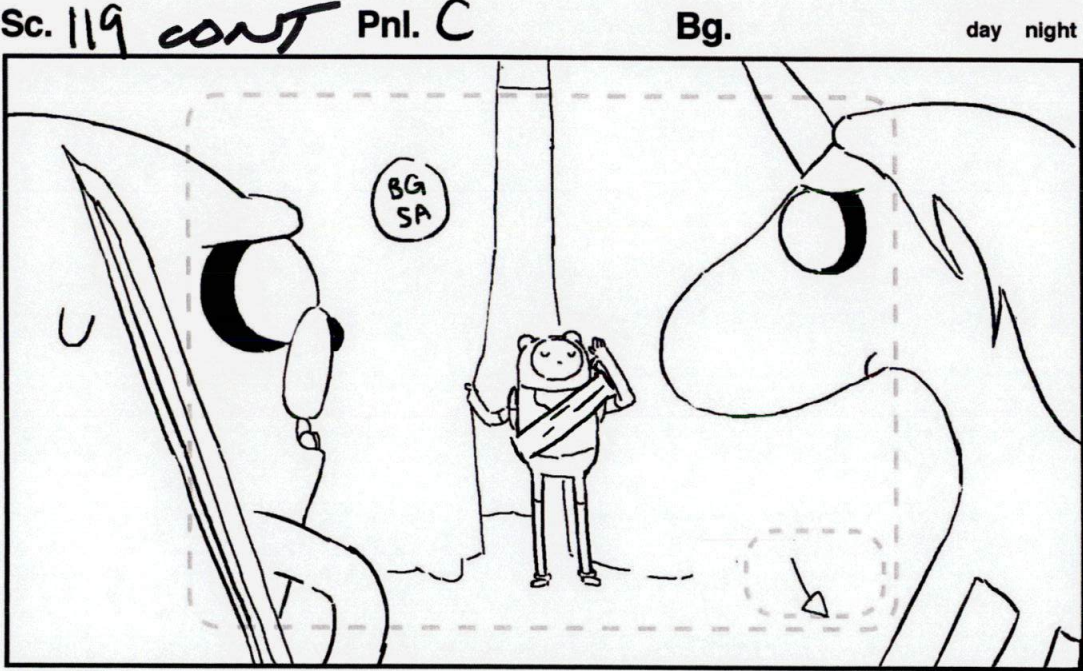
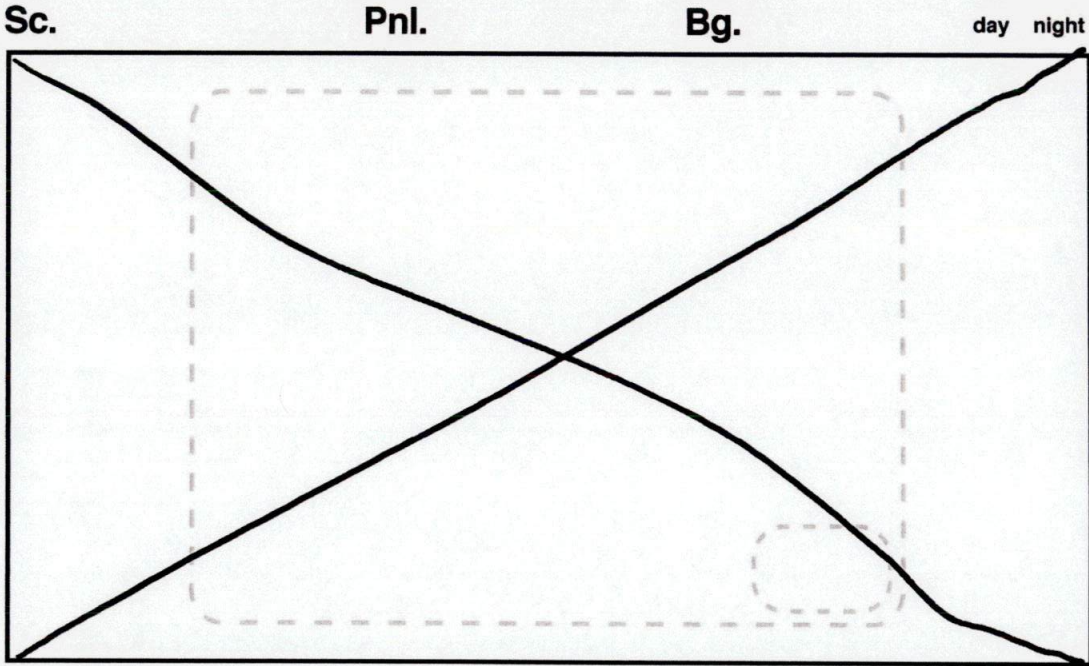
Production:

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ADVENTURE TIME



Dialog:

J: Yeah, are your ears ringing?

Action:

[Minor Loop fades back in]

DEC 1 0 2015

Timing:

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Production:

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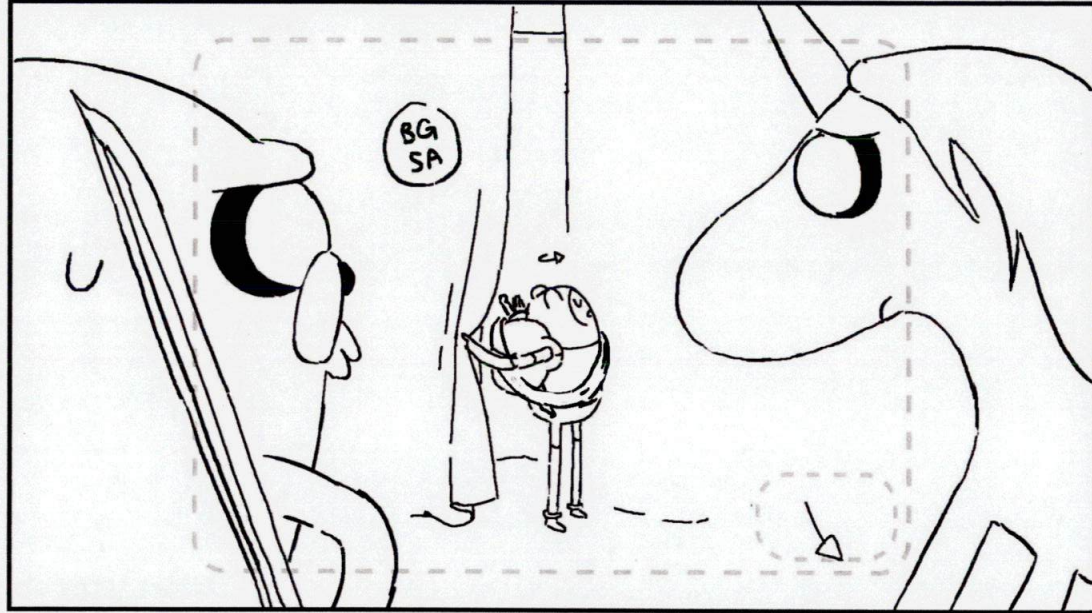


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Sc. 119 *CONT* Pnl. D

Bg.

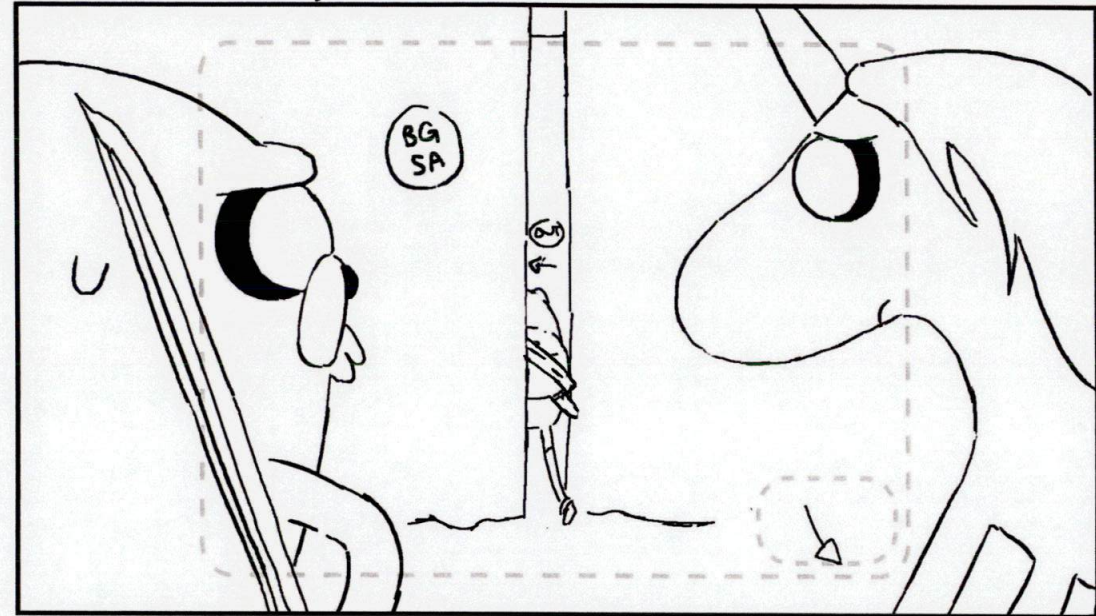
day night



Sc. 119 *CONT* Pnl. E

Bg.

day night



Dialog:

Ⓕ Whoa.

F: Yea guys... hold that thought
[mumbling to himself]

SFX: * BEAUTIFUL MUSIC CONTINUES *

Action:

- FINN TURNS AND WALKS OFF/5

DEC 10 2015

Timing:

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Production:

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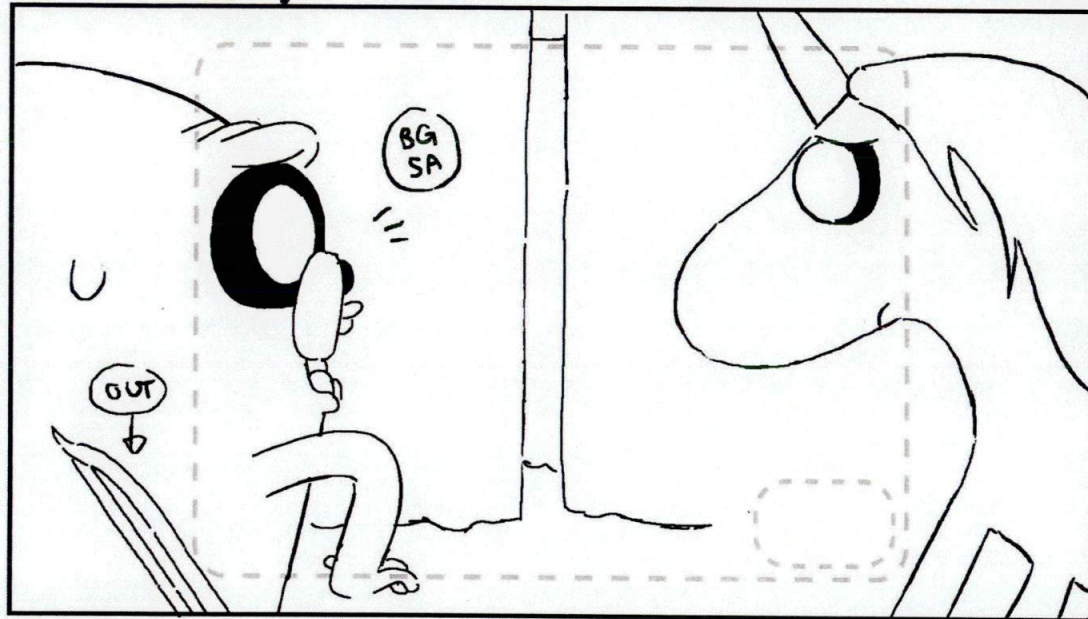


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Sc. 119 cont Pnl. F

Bg.

day night

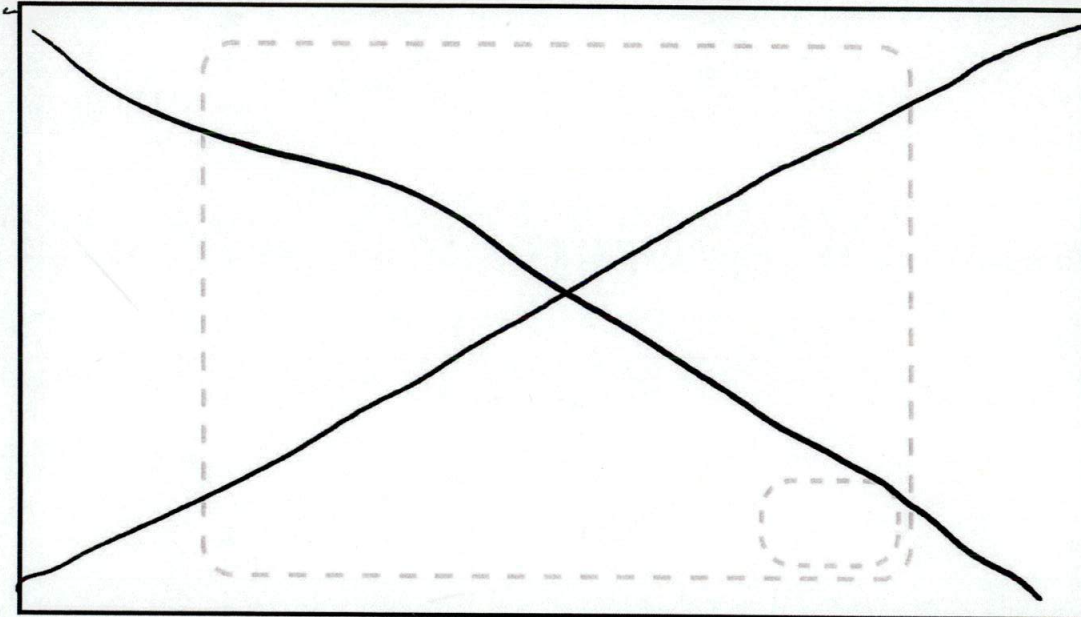


Sc.

Pnl.

Bg.

day night



Dialog:

J: Wait- Finn!

Action:

~ Jake drops the bow and it falls on the grass.

DEC 10 2015

Timing:

EPISODE #

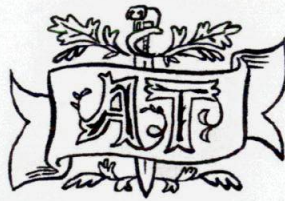
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1034/239

Production:

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ADVENTURE TIME



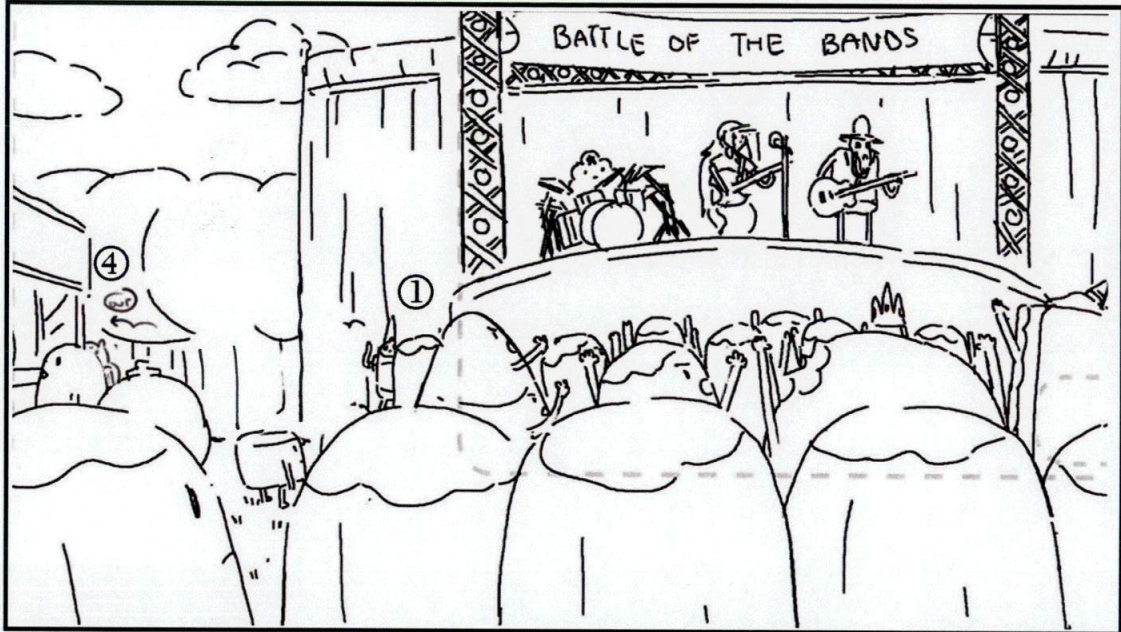
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Sc. 120

Pnl. A

Bg.

day night

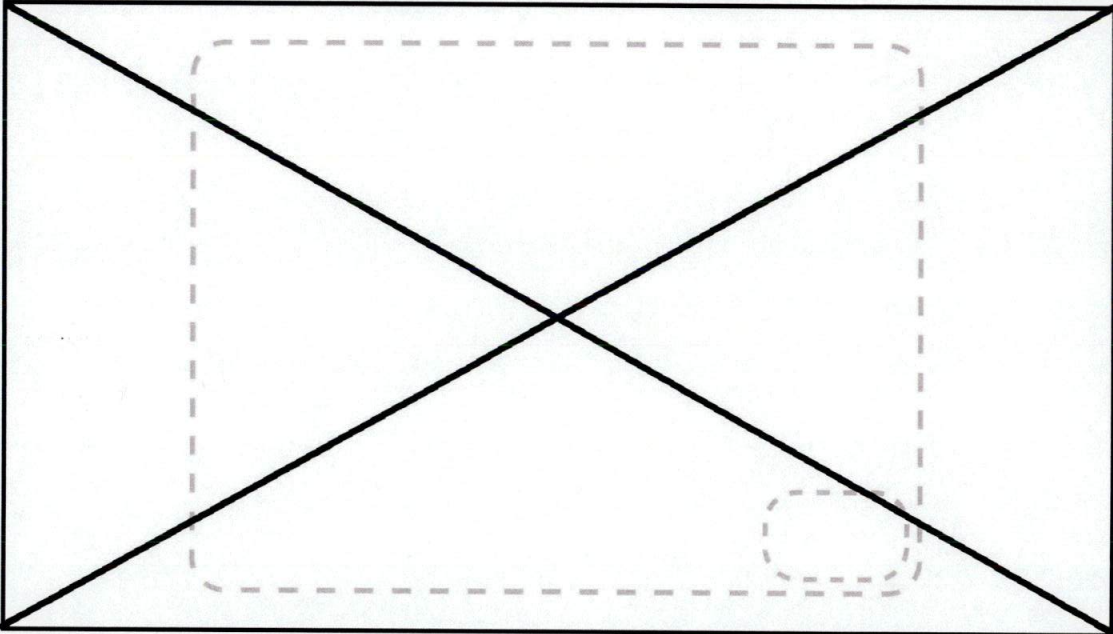


Sc.

Pnl.

Bg.

day night



Dialog:	
Crowd : "Where's the music" walla]	
Action:	FINN WALKING AWAY FROM STAGE.
Timing:	DEC 10 2015



EPISODE # 1034-239

Production:

1034/239

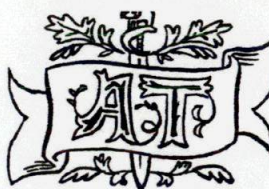
1034/239

1034/239

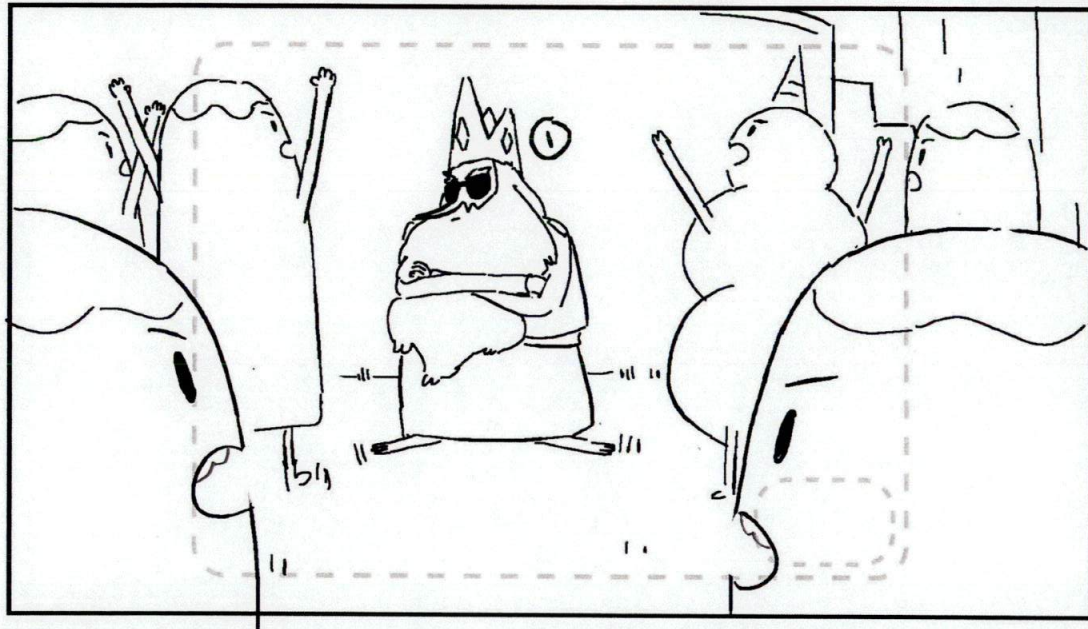
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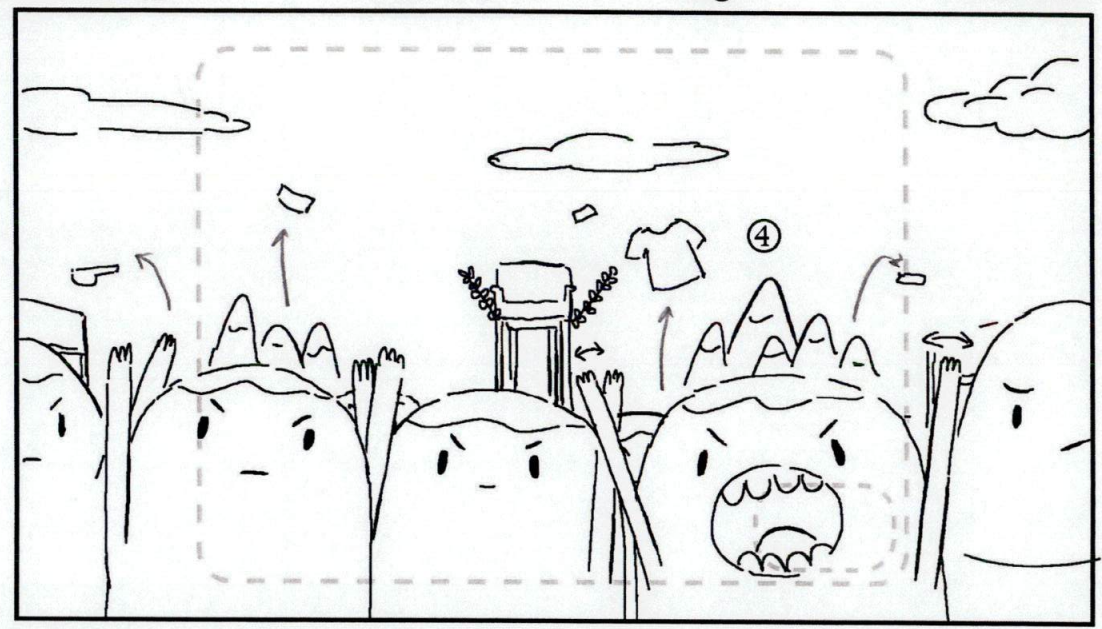
ADVENTURE TIME



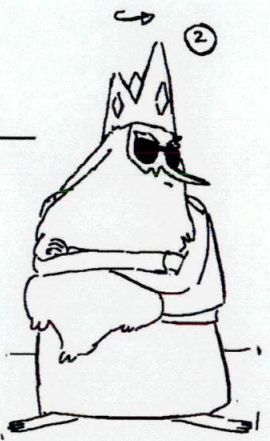
Sc. 121 Pnl. A Bg. day night




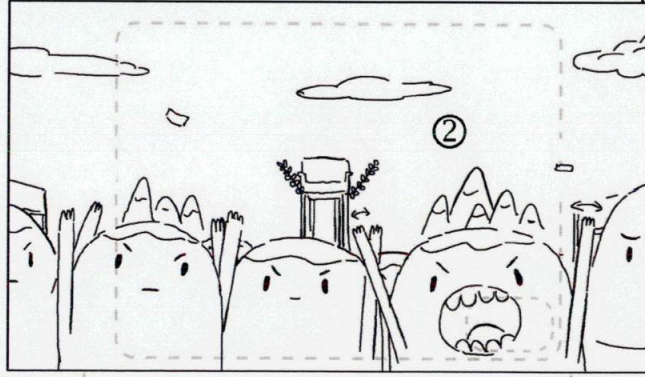
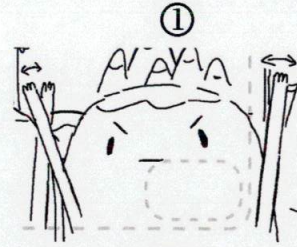
Sc. 122 Pnl. A Bg. day night



Dialog:	
Action:	- IK SCANS THE CROWD.
Timing:	



BG #1: Just play something already!
CROWD: [crowd walla]



DEC 10 2015

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EPISODE #

1034/239

Production:

1034/239

ADVENTURE TIME

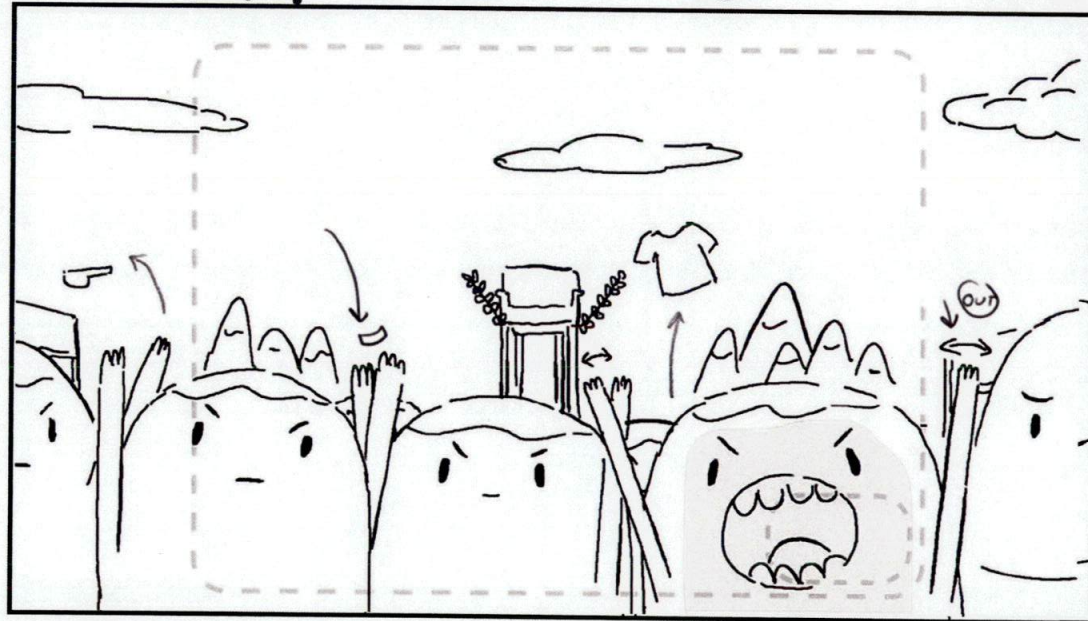


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Sc. 122 *CONT* Pnl. B

Bg.

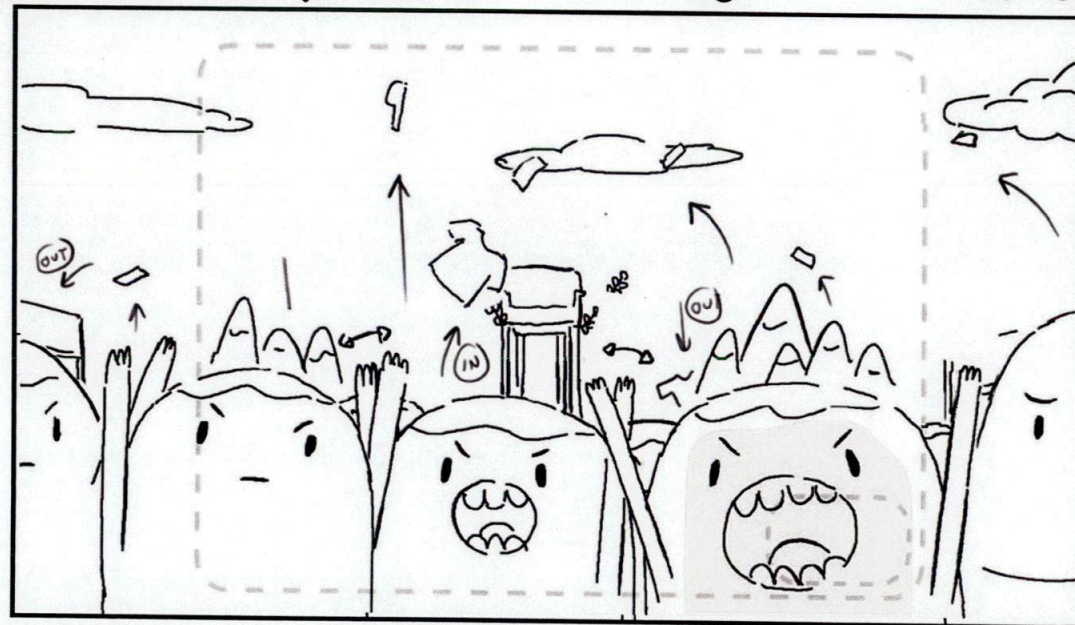
day night



Sc. 122 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

Crowd throws things in the air

- GRANDMA PEEKS OUT OF CROWD.

DEC 10 2013

Timing:

EPISODE # 1034-239

Production:

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1034/239

1034/239

1034/239

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ADVENTURE TIME



Sc. 123

Pnl. A

Bg.

day night




Sc. 123 *cont* Pnl. B

Bg.

day night



Dialog:	(M) IF Y'ALL WANT ME TO CONTINUE THIS <u>FREE</u> CONCERT ...	(M) FIND MY PICK, YA SCRUBES!
Action:		
Timing:		

DEC 10 2015

Production:

EPISODE #

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ADVENTURE TIME



NO
SC
124

Page 153

Sc. 123 *cont* Pnl. C

Bg.

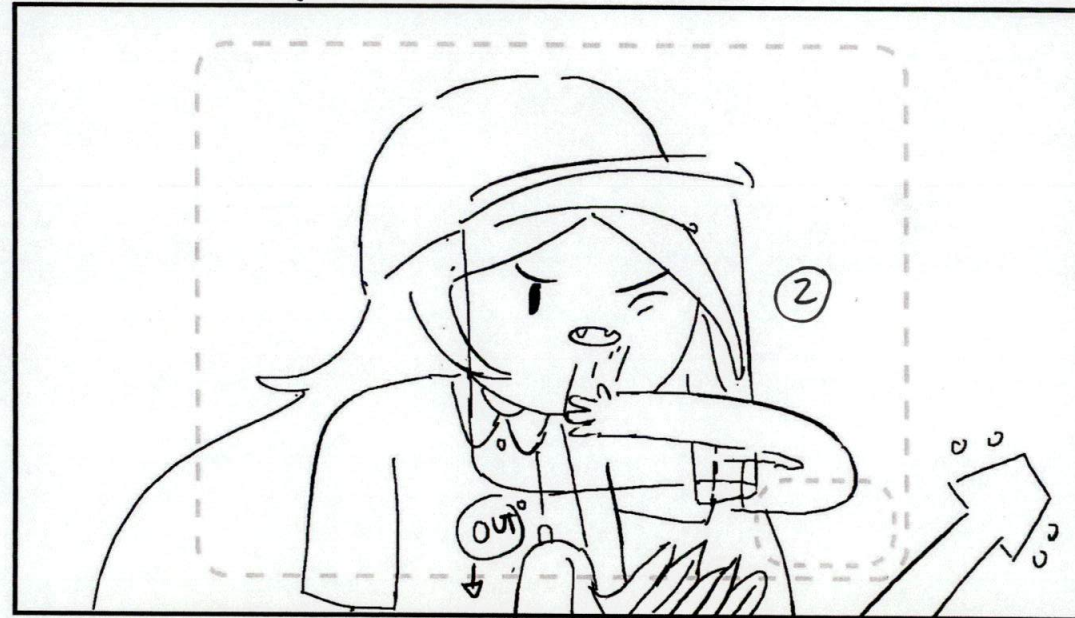
day night



Sc. 123 *cont* Pnl. D

Bg.

day night



Dialog:

(M) Agh!

SFX: * SPLATT!! *

Action:

- BANANA PEEL HITS MARCELINE'S MASK.

Timing:



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Production:

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ADVENTURE TIME



Sc. Pnl. Bg.

Sc. 125 Pnl. A Bg.

Dialog:

Action: (SP)
LSP dodges a tomato.

Timing:

DEC 10 2015

Production:

EPISODE # 1034-239

1034/239

1034/239

ADVENTURE TIME

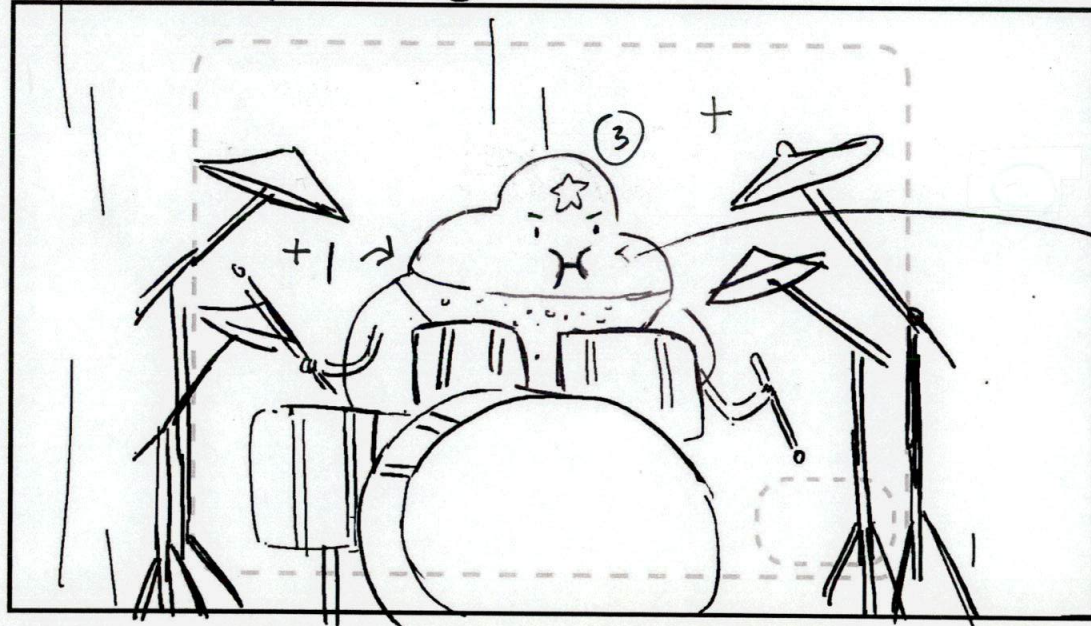


Page 155

Sc. 125 *cont* Pnl. B

Bg.

day night

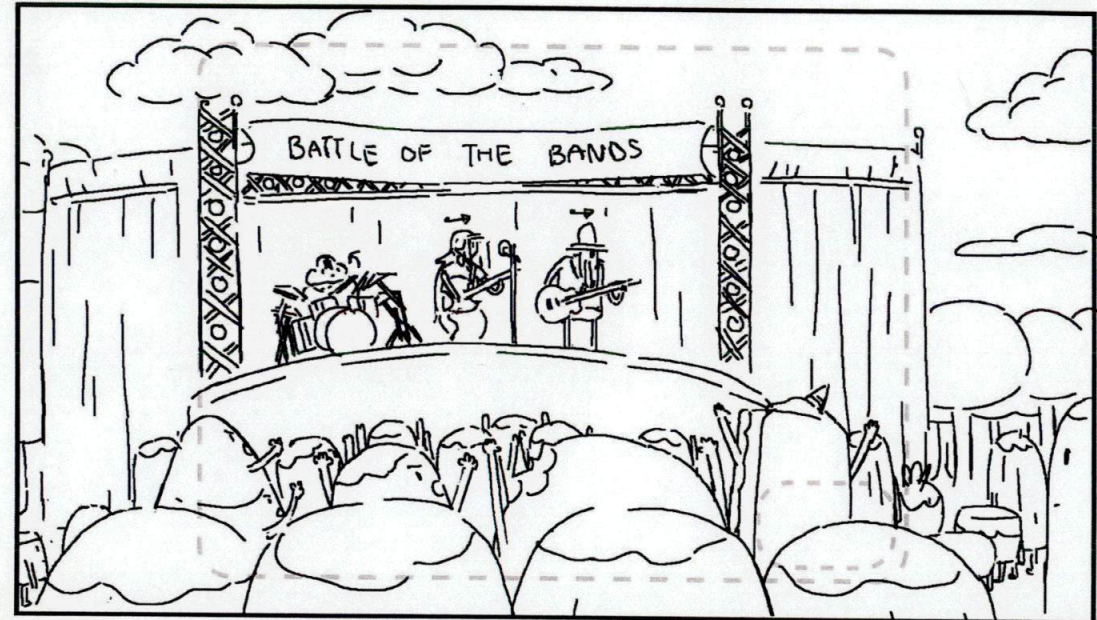


Sc. 126

Pnl. A

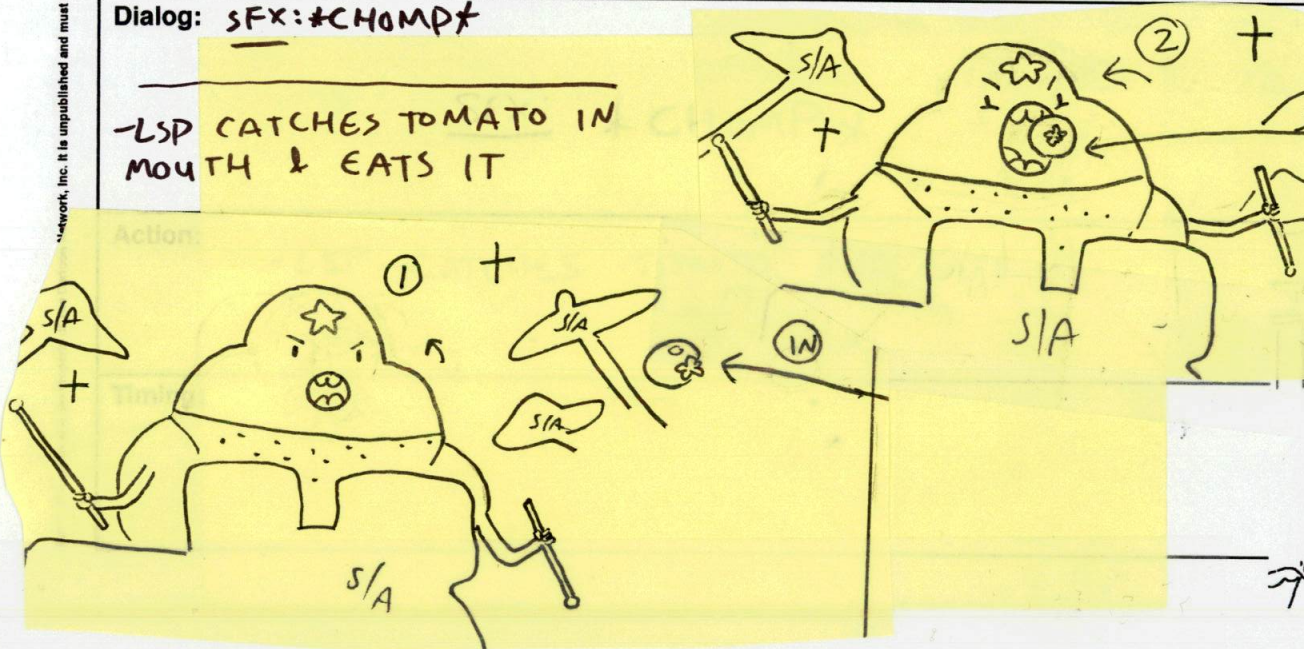
Bg.

day night

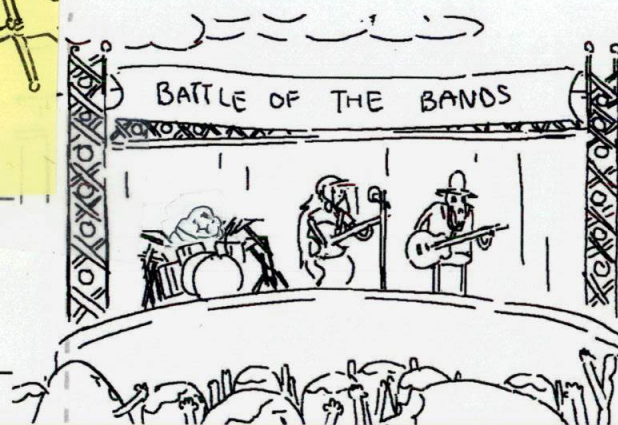


Dialog: SFX: *CHOMP*

-LSP CATCHES TOMATO IN MOUTH & EATS IT



(IK) All right, all right, everyone calm down!



SP

DEC 10 2015

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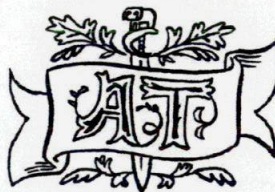
1034/239

Production:

1034/239

1034/239

ADVENTURE TIME

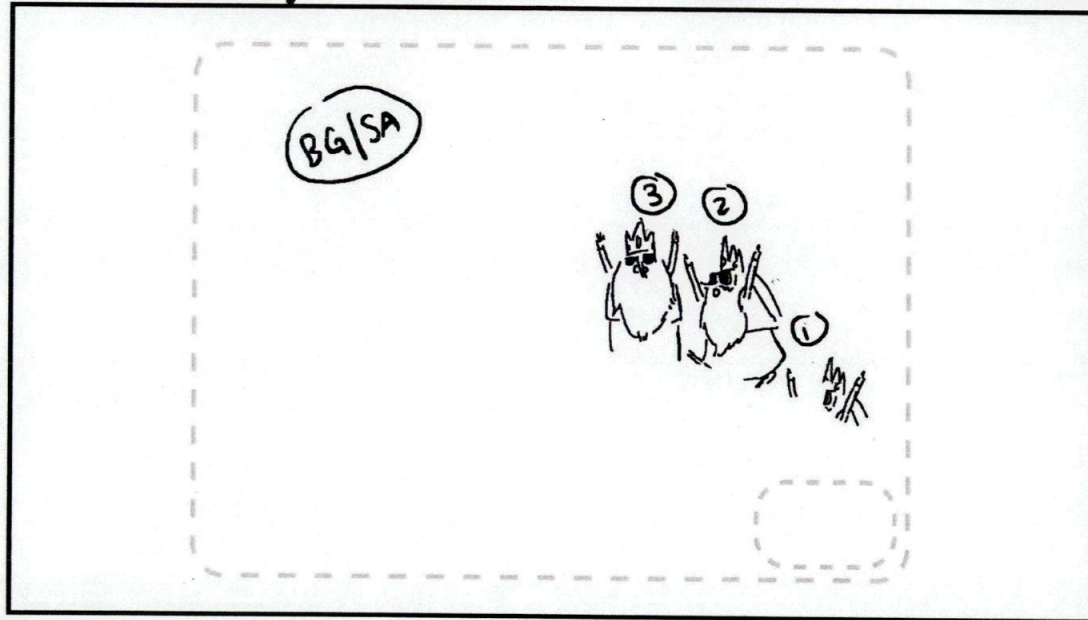


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Sc. 126 *cont* Pnl. B

Bg.

day night

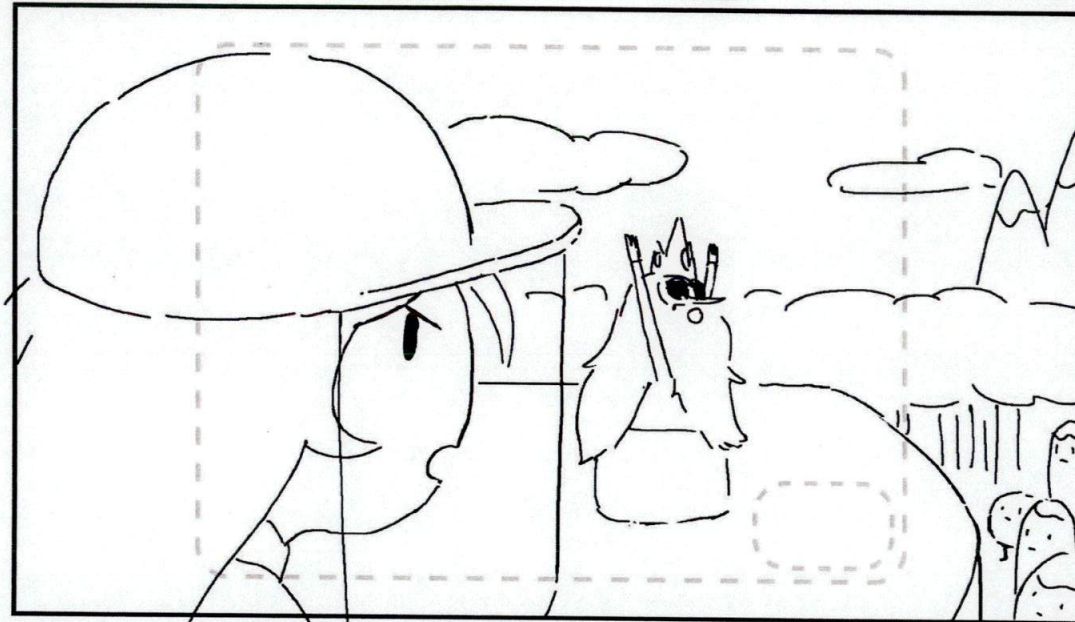


Sc. 127

Pnl. A

Bg.

day night



Dialog:

(IK) I'm yelling, I'm yelling
up here! Yelling man up here! Hello!

(M) Simon, what are you doing?

Action:

- IK WALKS ONTO STAGE.

DEC 10 2015

Timing:

Production:

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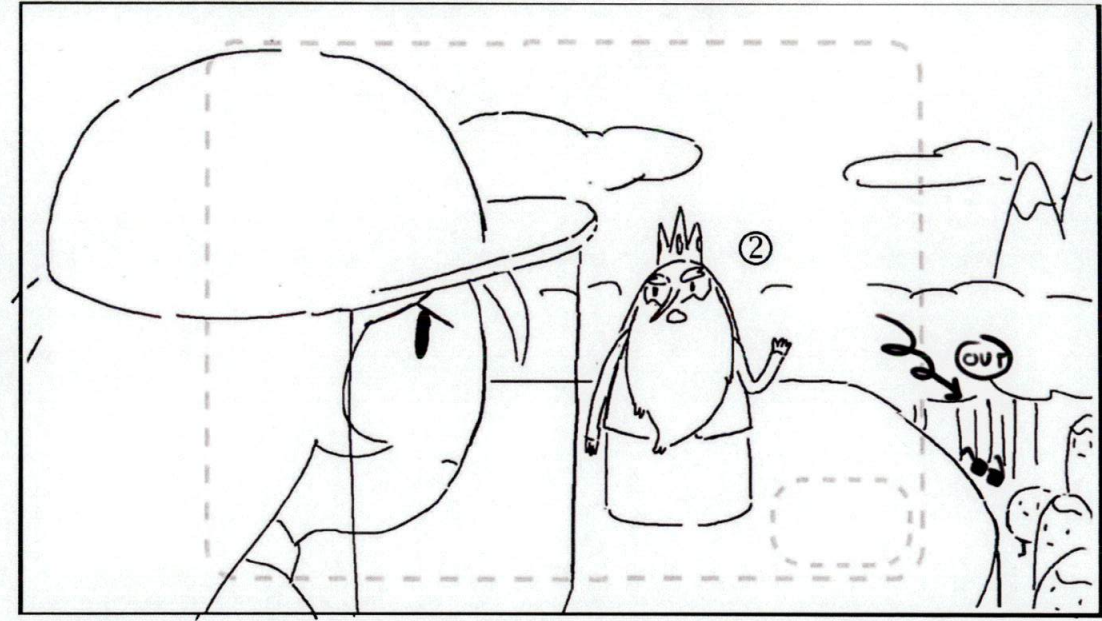
ADVENTURE TIME



Sc. 127 *cont* Pnl. B

Bg.

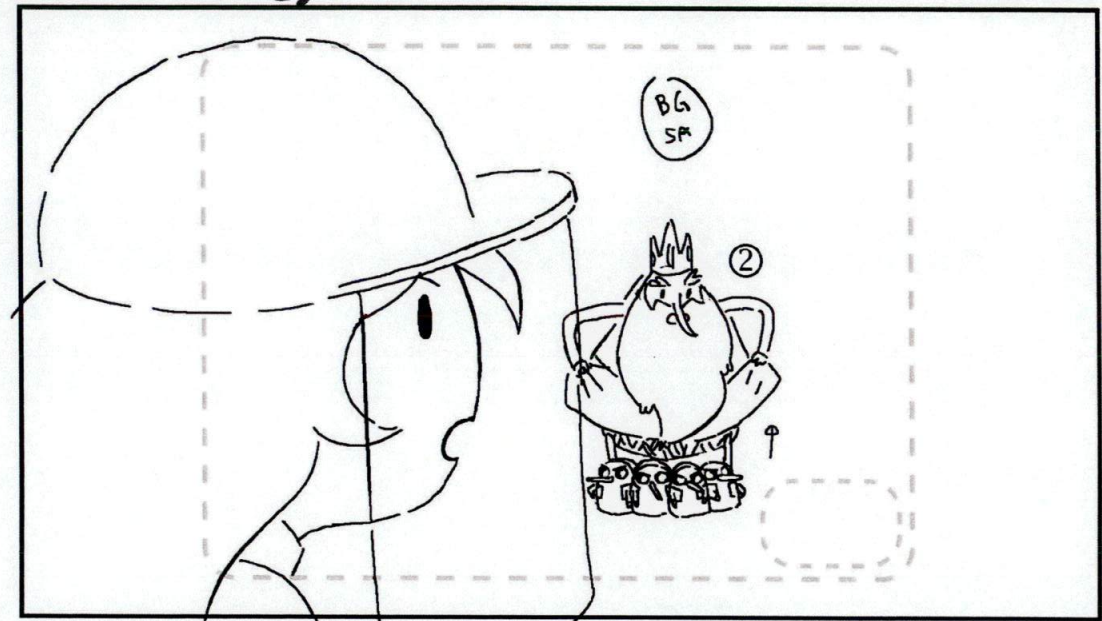
day night



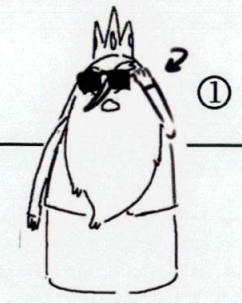
Sc. 127 *cont* Pnl. C

Bg.

day night



Dialog:	
(IK)	CROWD CONTROL, MA'AM.
Action:	
- IK TOSSES SUNGLASSES.	- IK LIFTS ROBE TO REVEAL PENGUINS IN WIND BREAKERS.
Timing:	



SFX: * SHFF * DEC 1 0 2015

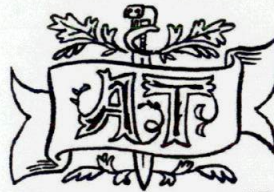
EPISODE # 1034-239

Production:

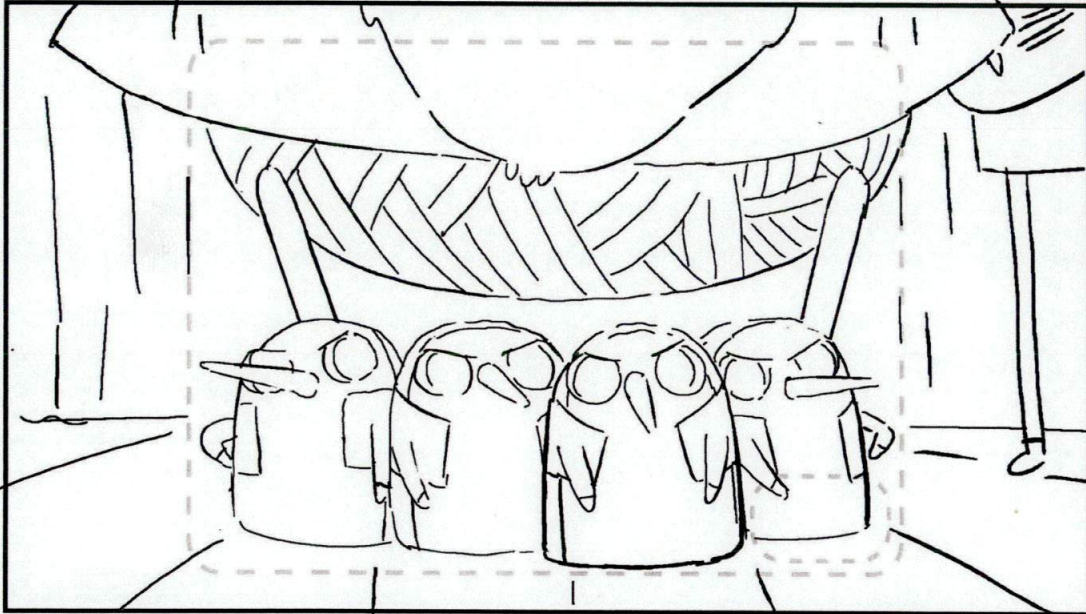
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1034/239

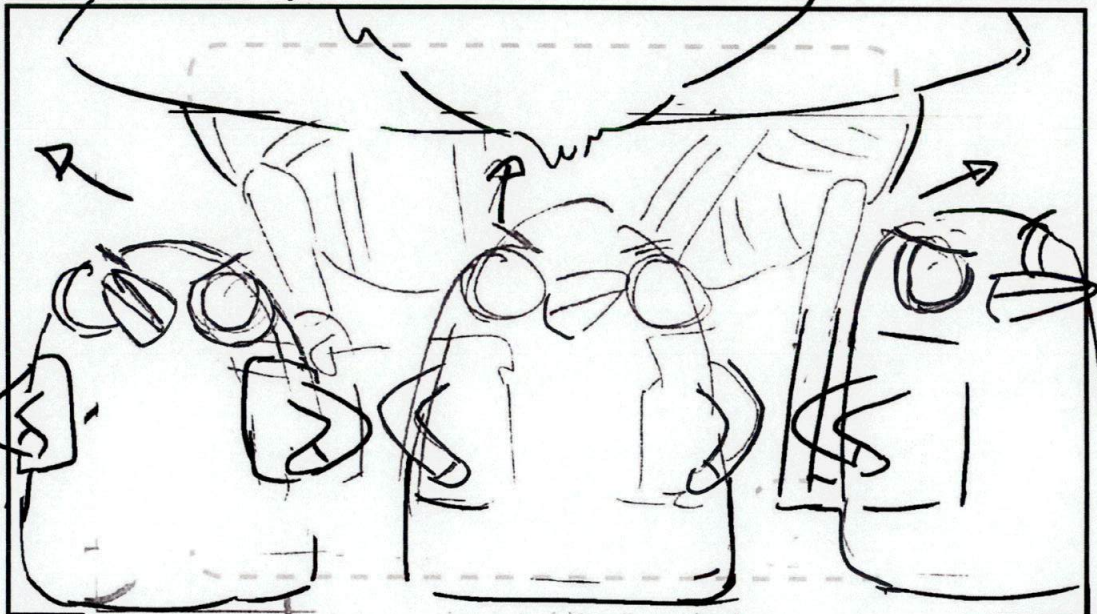
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 *cont* Pnl. B Bg. day night



Dialog:

Gunter: Wenk

PENGUINS: WENK WENK WENK

Action:

- PENGUINS WALK TOWARDS CAM.

DEC 10 2015

Timing:

EPISODE # 1034-239

Production:

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1034/239

ADVENTURE TIME



NO
SC
131

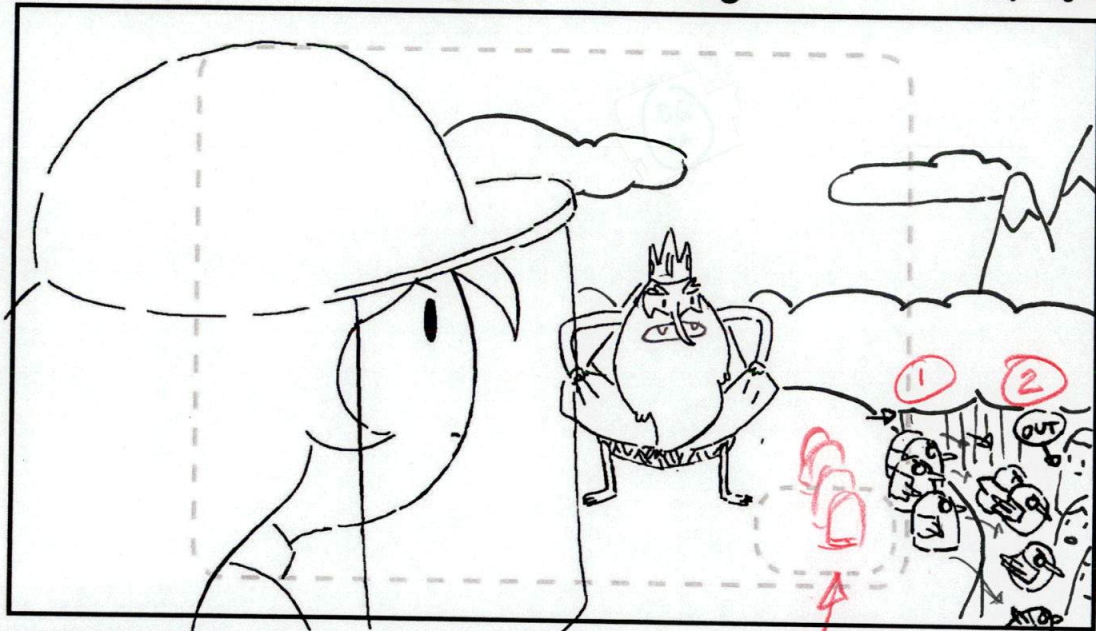
Page 159
NO PG 160
day night

Sc. 129

Pnl. A

Bg.

day night



Sc. 130

Pnl. A

Bg.



Dialog:

IK: Control the scene!
PENGUINS: [wenking chaotically]

SP

(M)

Hoo boy.

Action:

- PENGUINS RUN OFF/S INTO CROWD.

DEC 10 2011

Timing:

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EPISODE #

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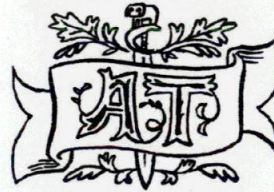
Production:

1034/239

1034/239

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ADVENTURE TIME

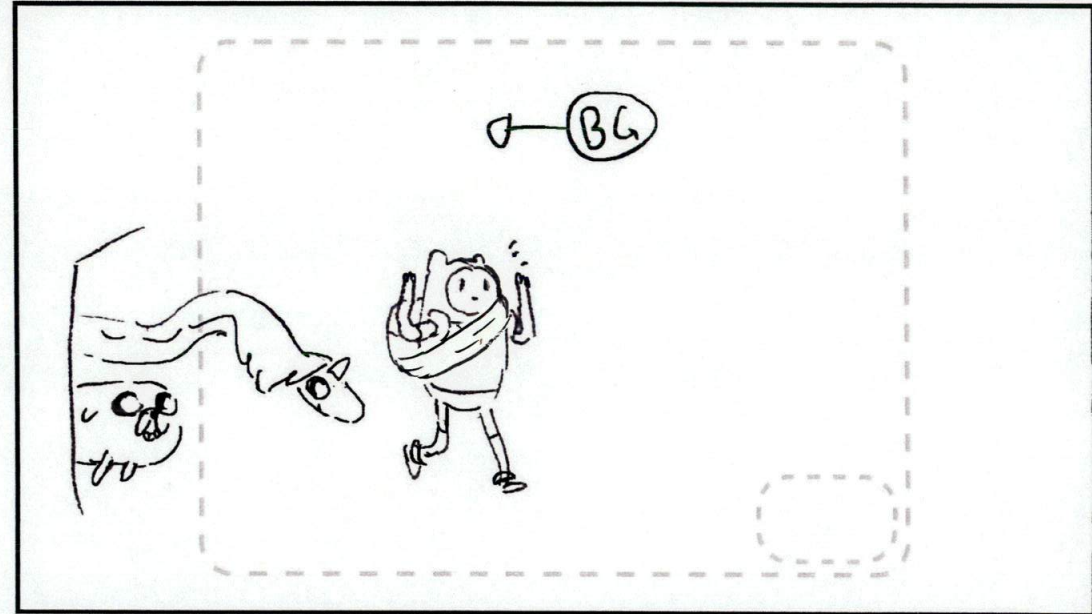


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Sc. 132 Pnl. A Bg. day night



Sc. 132 cont Pnl. B Bg. day night



Dialog:

SFX: * BEAUTIFUL MUSIC * _____

J: Hey FINN!

L: Hey!

Action:

- J + L COME ON/S ,

DEC 10 2015

Timing:

EPISODE # 1034-239

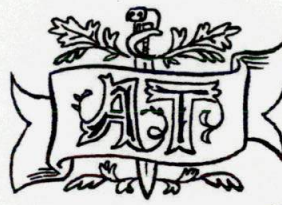
Production:

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ADVENTURE TIME

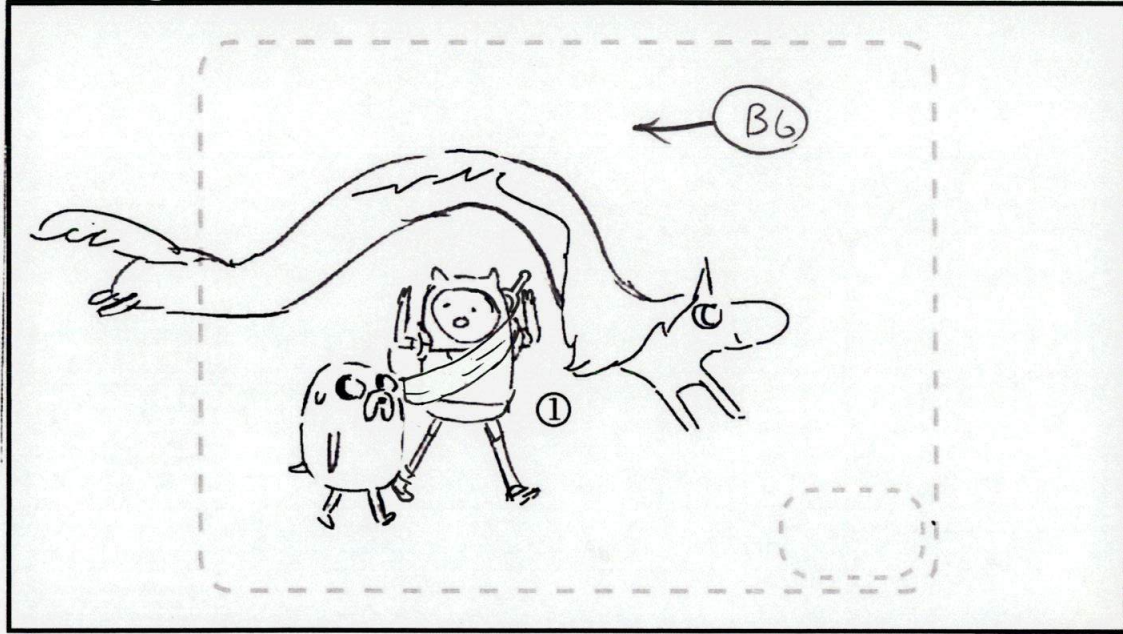


Page 162

Sc. 132 *cont* Pnl. C

Bg.

day night

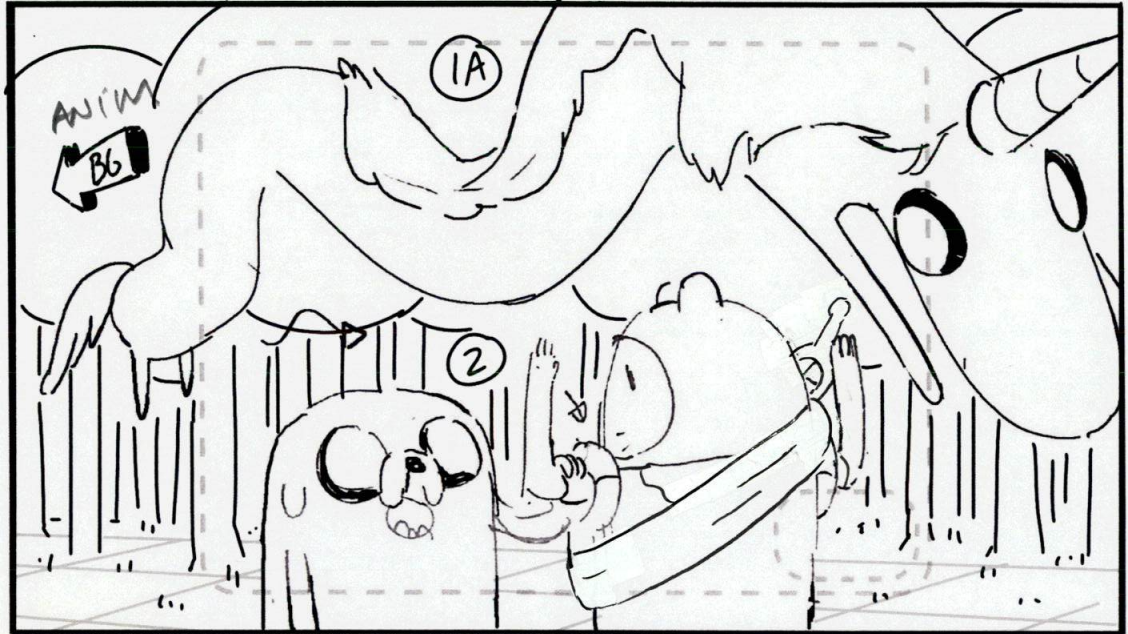


Sc. 133

Pnl. A

Bg.

day night



Dialog:

F: OH HEY JAKY, LADY.

SEX: * BEAUTIFUL MUSIC *

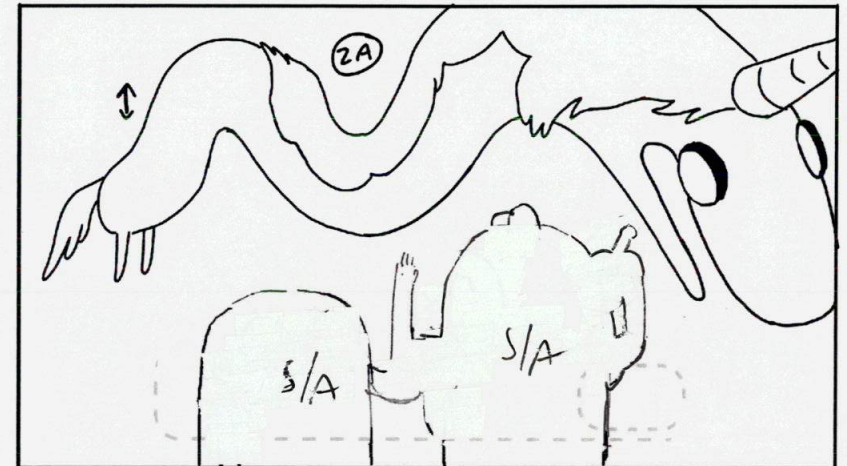
Action:

Timing:



LADY
FLOAT CYCLE
1A + 2A

DEC 10 2015



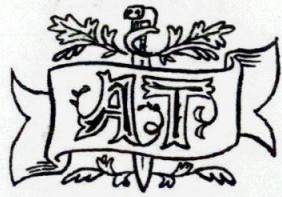
1034/239

EPISODE # 1034-239
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1034/239

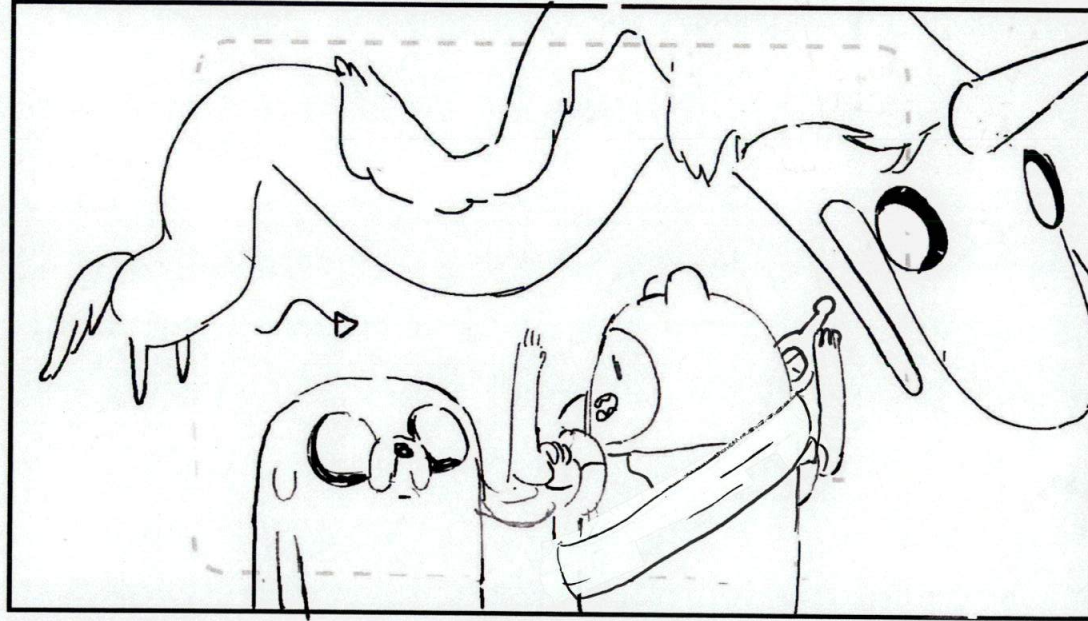
ADVENTURE TIME



Sc. 133 *CONT* Pnl. B

Bg.

day night

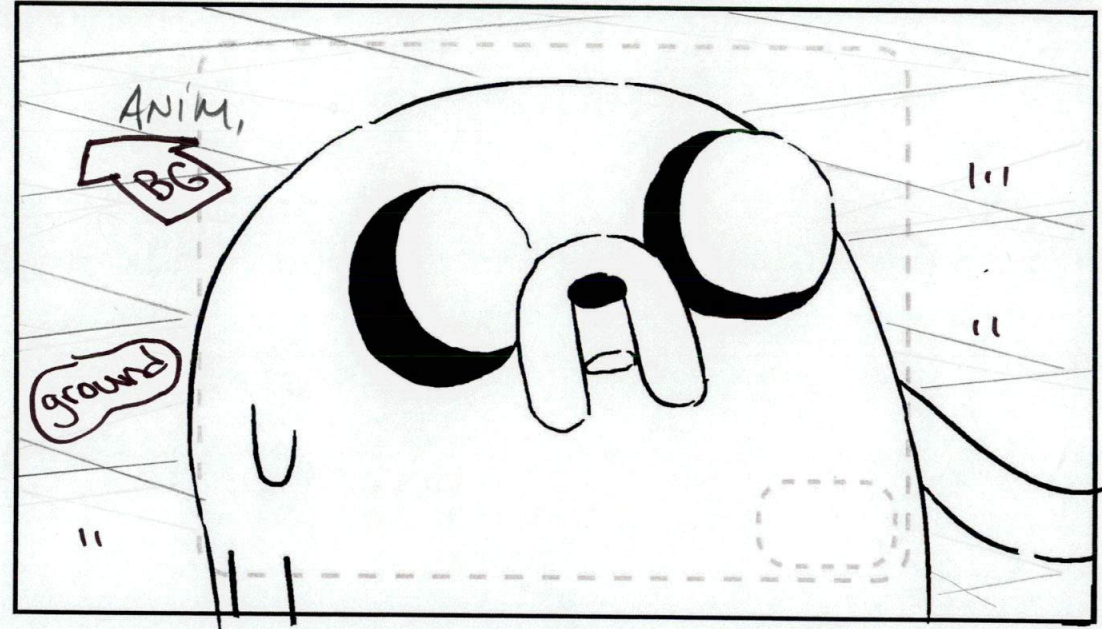


Sc. 134

Pnl. A

Bg.

day night



Dialog: (F) Nice! Can you guys hear the song now?

(J) UHHHHHHH .

Action: - LADY
CYCLE
(1A) + (2A)
CONTINUES

Timing:



[Minor Loop stops playing suddenly]

DEC 10 2015

Production:

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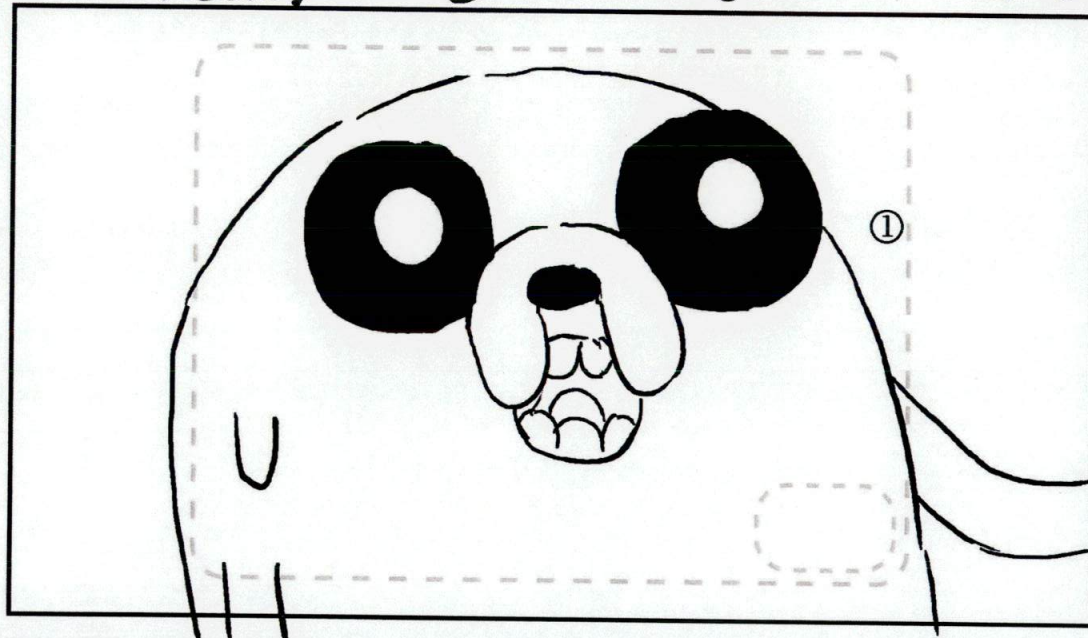
ADVENTURE TIME



Sc. 134 *cont* Pnl. B

Bg.

day night

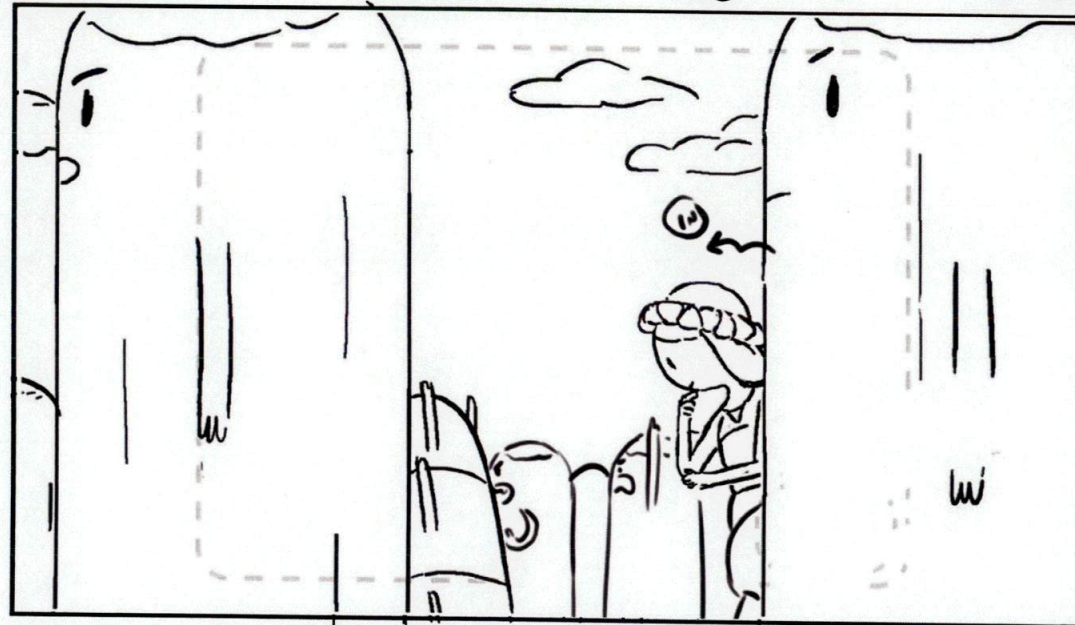


Sc. 135

Pnl. A

Bg.

day night



Dialog:

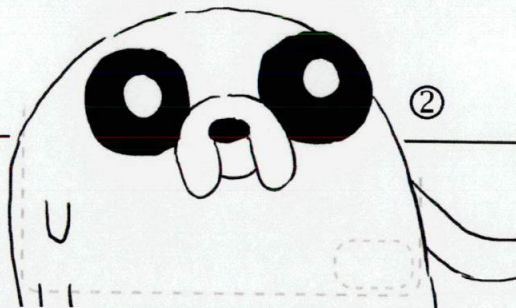
① : Anyway, we're comin' with.

Action:

PB walks thru the crowd

DEC 1 0 2015

Timing:



EPISODE # 1034-239

Production:

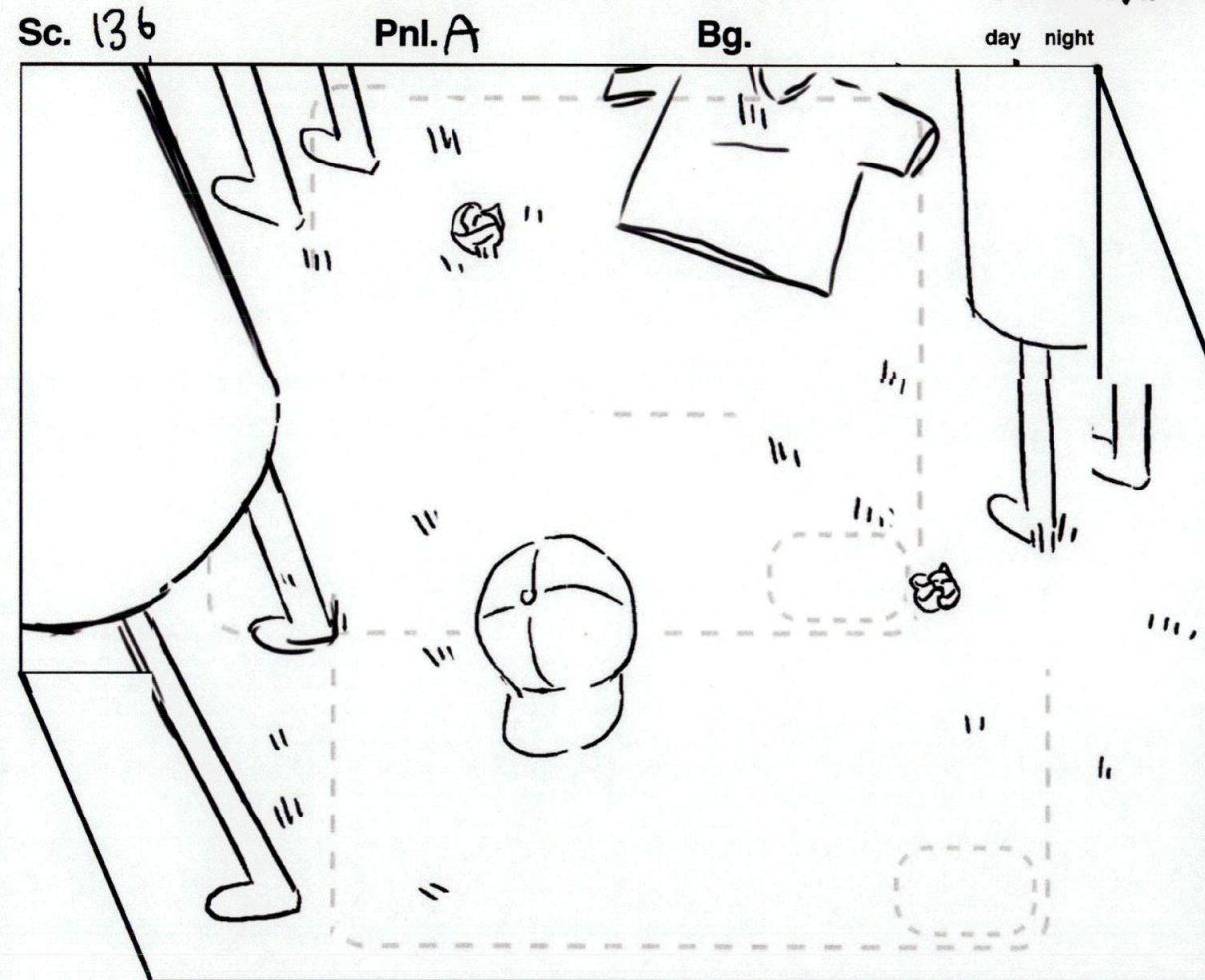
1034/239

1034/239

ADVENTURE TIME



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(c/s)
PB: Hmmmm
 hm hm hm hm hm!

-PB P.O.V.

DEC 10 2015

Timing:

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EPISODE #

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Production:

1034/239

ADVENTURE TIME



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Sc. 137

Pnl. A

Bg.

day night



Sc. 137 *CONT* Pnl. B

Bg.

day night



Dialog:

PB: OAF

SFX: *THMPP*



-PB RUNS INTO MR. CUPEAKE.

DEC 10 2015

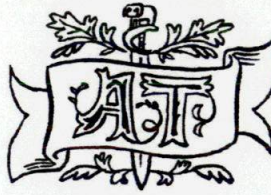
EPISODE # 1034-239

Production:

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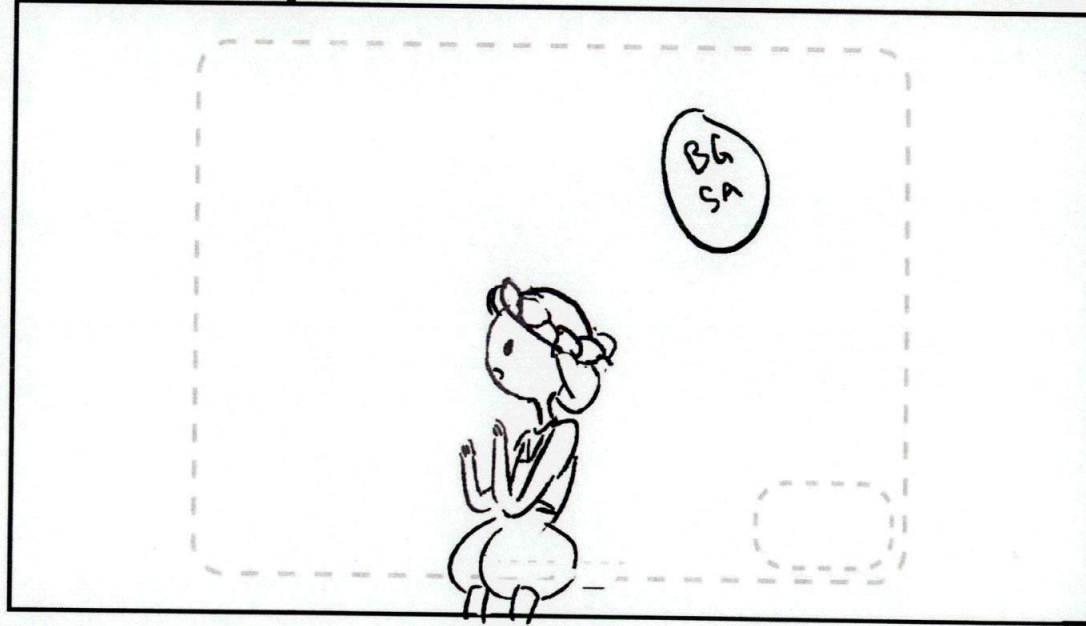
ADVENTURE TIME

Page 167

Sc. 137 *cont* Pnl. C

Bg.

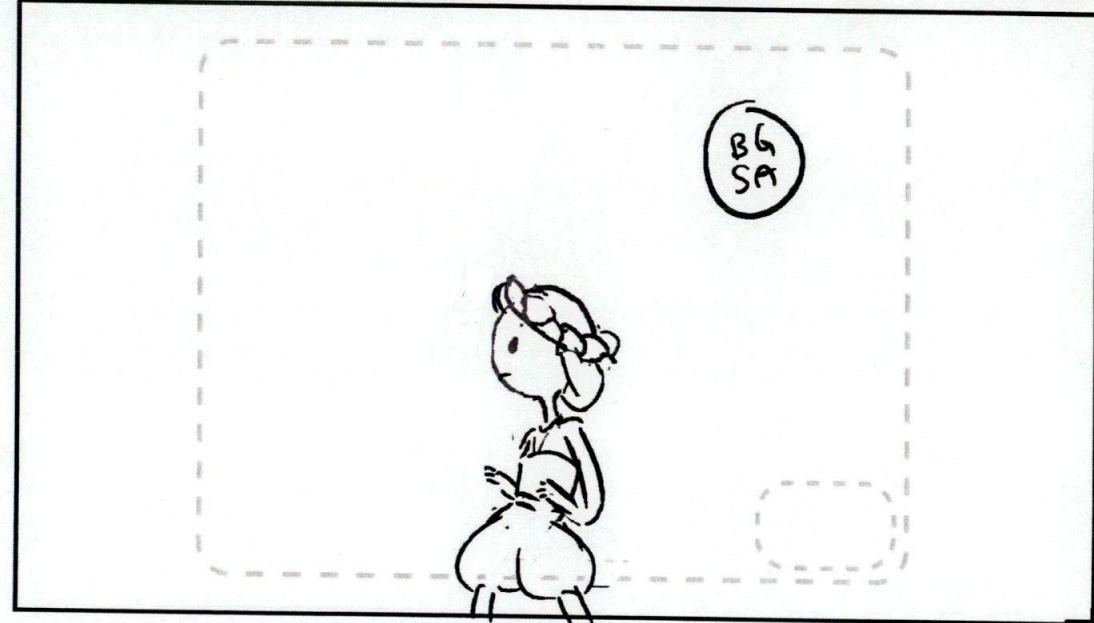
day night



Sc. 137 *cont* Pnl. D

Bg.

day night



Dialog:

PB: Oh, excuse me. I ...

Action:

- MR. CUPCAKE DOESN'T SEEM TO NOTICE.

- PB NOTICES SOMETHING.

DEC 10 2015

Timing:

EPISODE # 1034-239

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Production:

1034/239

ADVENTURE TIME



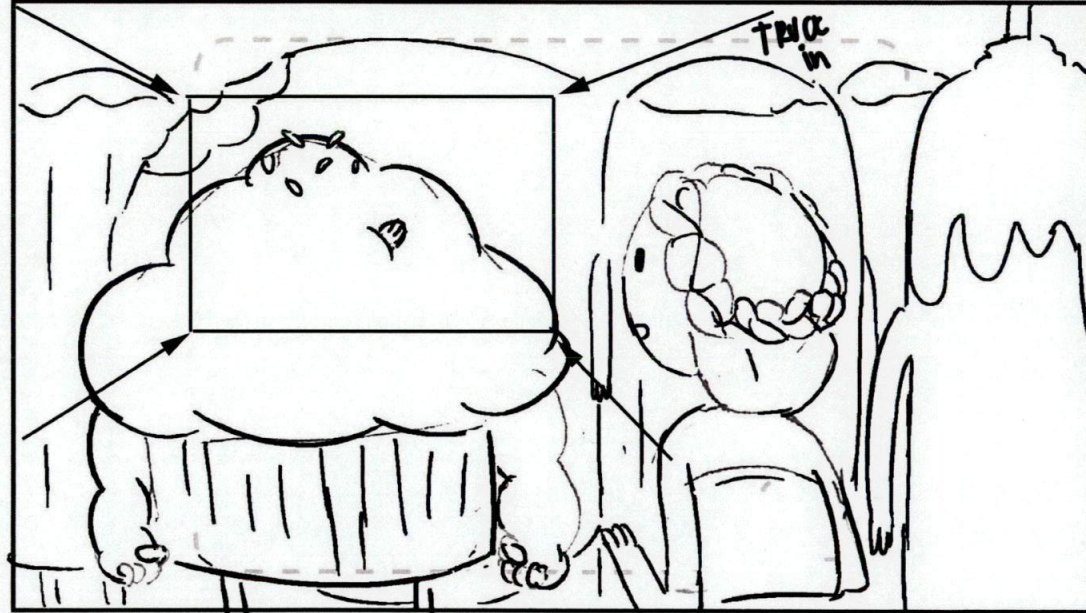
Page 168

Sc. 138

Pnl. A

Bg.

day night

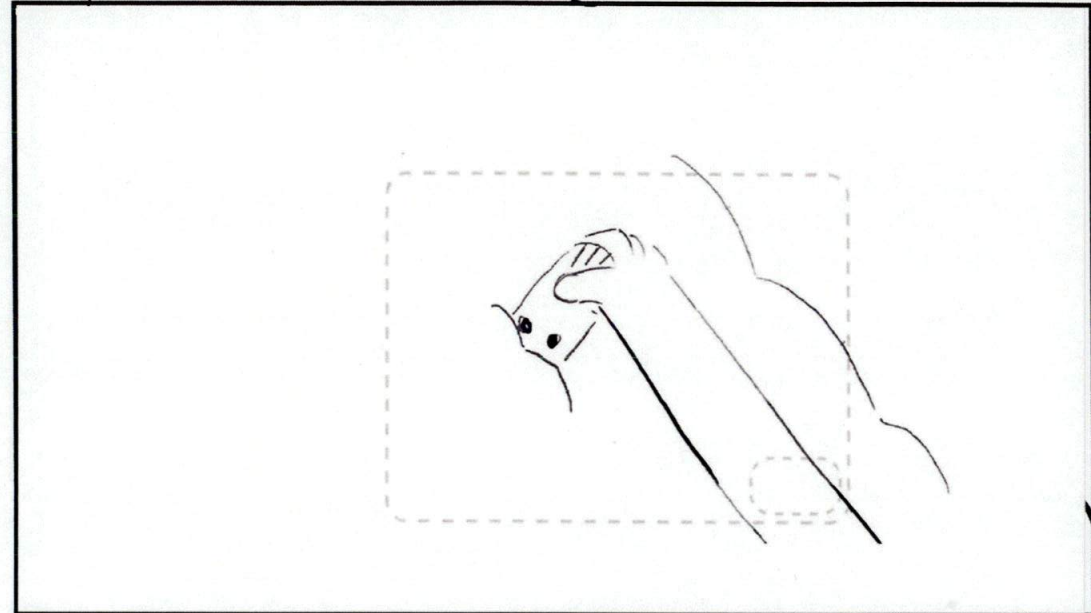


Sc. 139

Pnl. A

Bg.

day night



Dialog:

PB: [GASP]

Action:

- PICK LODGED IN MR. CUPCAKE'S FROSTING.

- C.U. OF GUITAR PICK.

DEC 10 2015

Timing:

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EPISODE #

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Production:

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ADVENTURE TIME



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Sc. 139 CONT Pnl. B

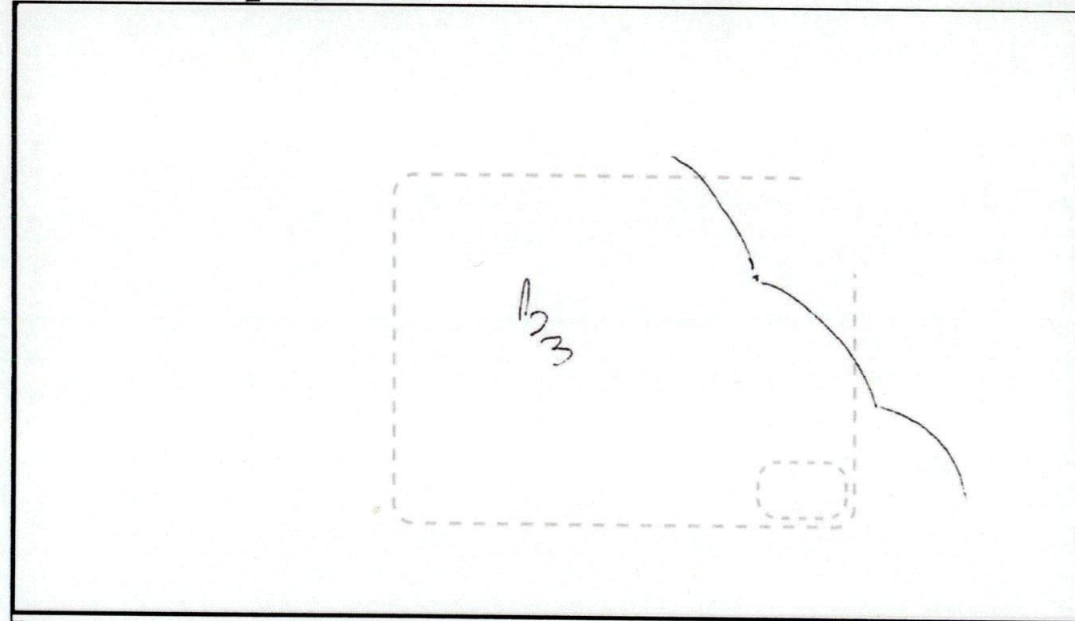
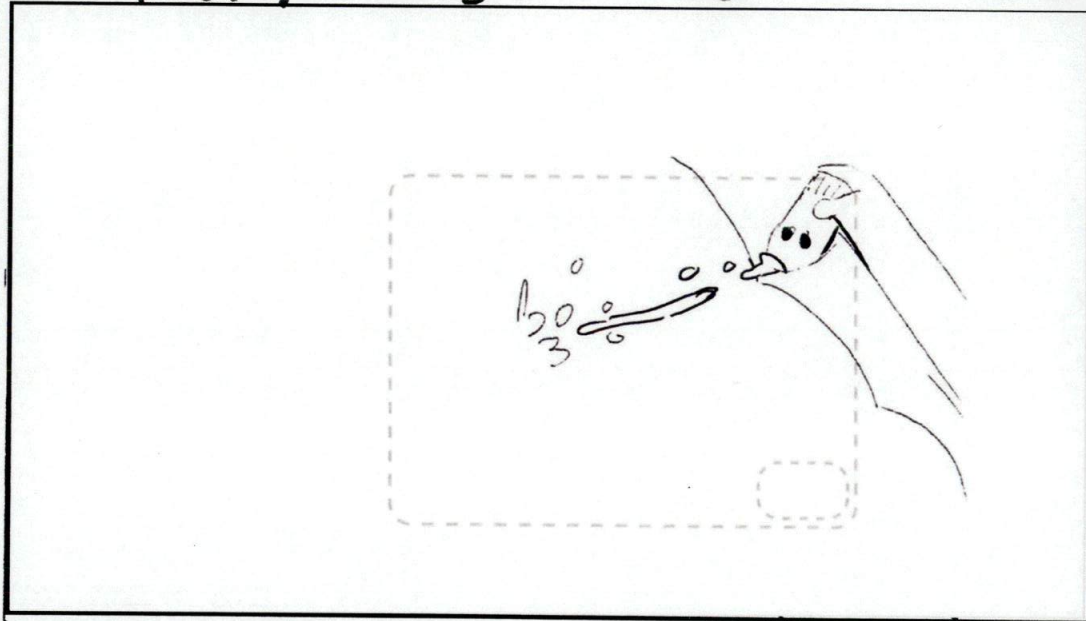
Bg.

day night

Sc. 139 CONT Pnl. C

Bg.

day night



Dialog:

SFX: [fart noise]

Action:

- PB REACHES ON/S FOR PICK.

- PB PULLS OUT PICK OFF/S.

DEC 10 2013

Timing:

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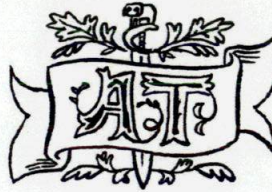
EPISODE #

1034/239

Production:

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ADVENTURE TIME



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Sc. 140

Pnl. A

Bg.

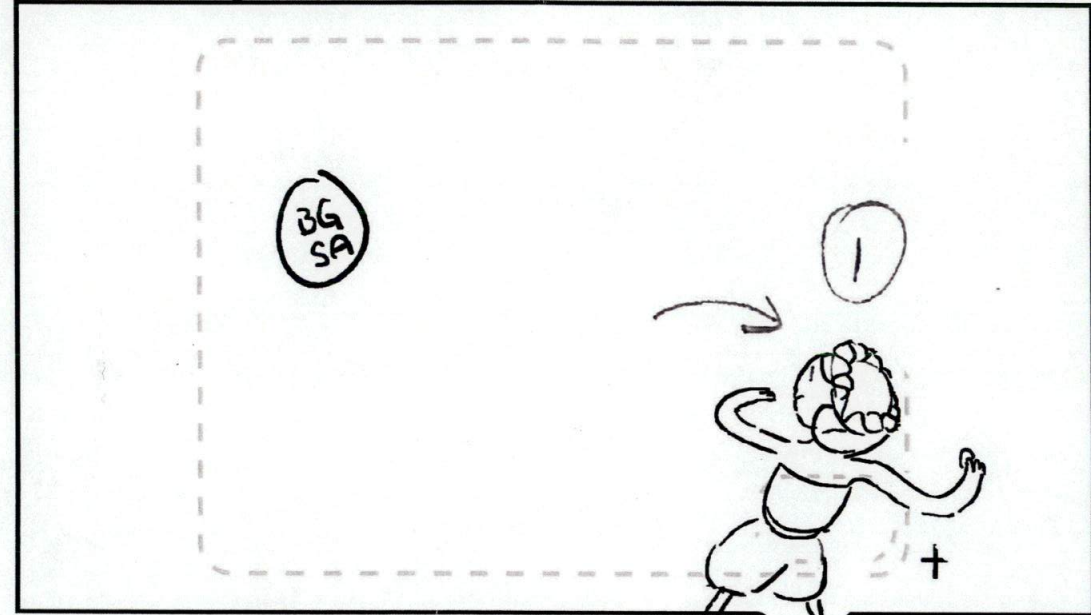
day night



Sc. 140 *cont* Pnl. B

Bg.

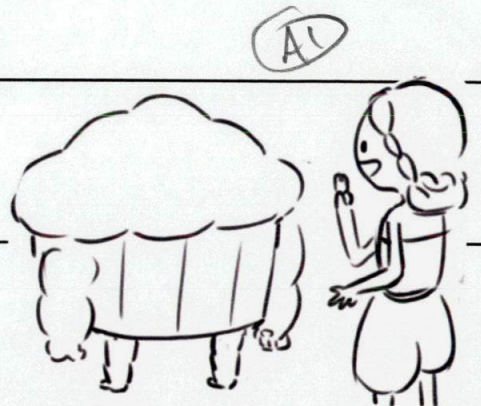
day night



Dialog:

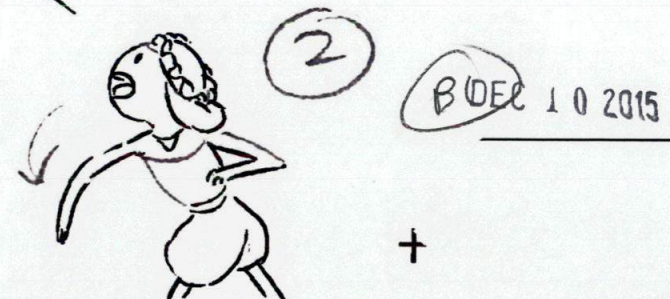
(PB) Yo! Marcy!

Action:



-PB THROWS PICK.

Timing:



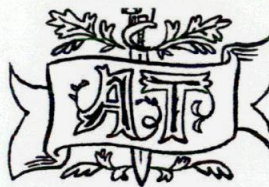
EPISODE # 1034-239

Production:

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1034/239

ADVENTURE TIME



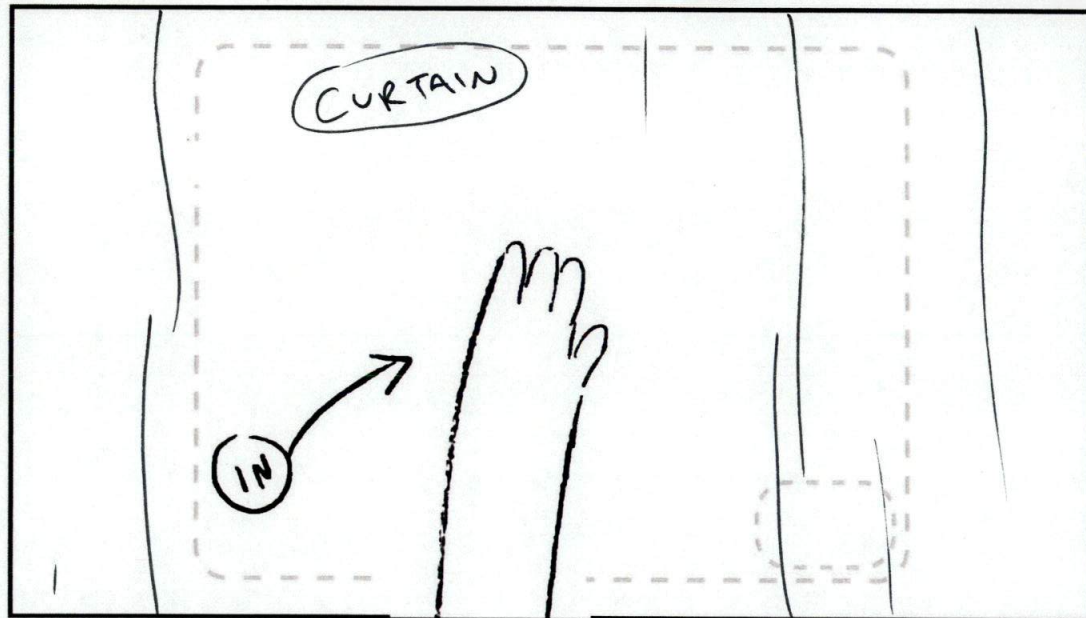
Page 171

Sc. 141

Pnl. A

Bg.

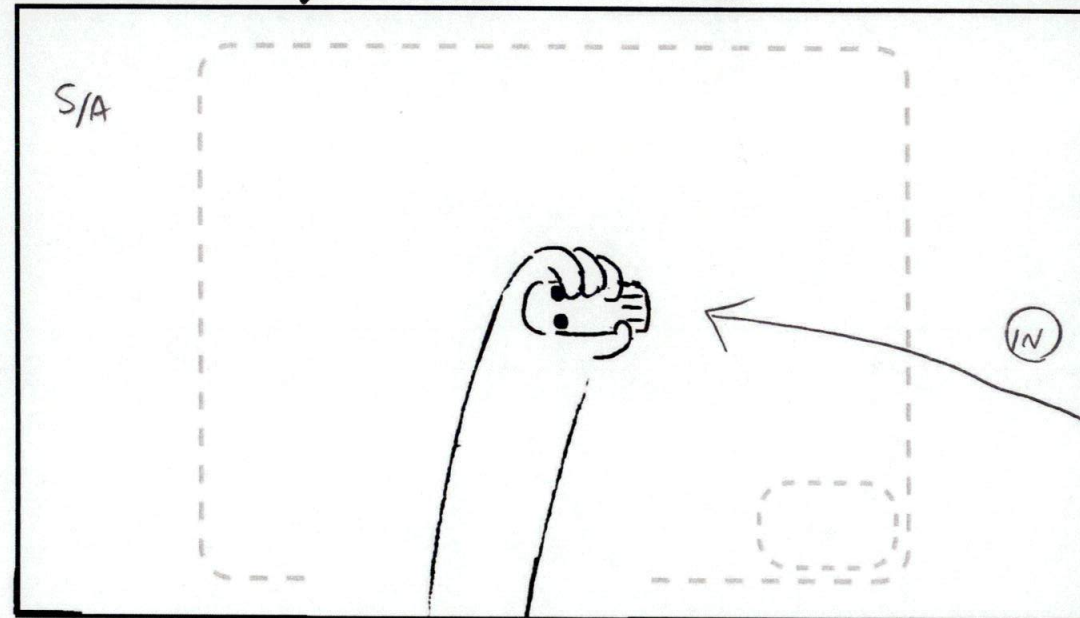
day night



Sc. 141 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

- M. HOLDS UP HAND ON/S

- M. CATCHES PICK.

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Timing:

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EPISODE #

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Production:

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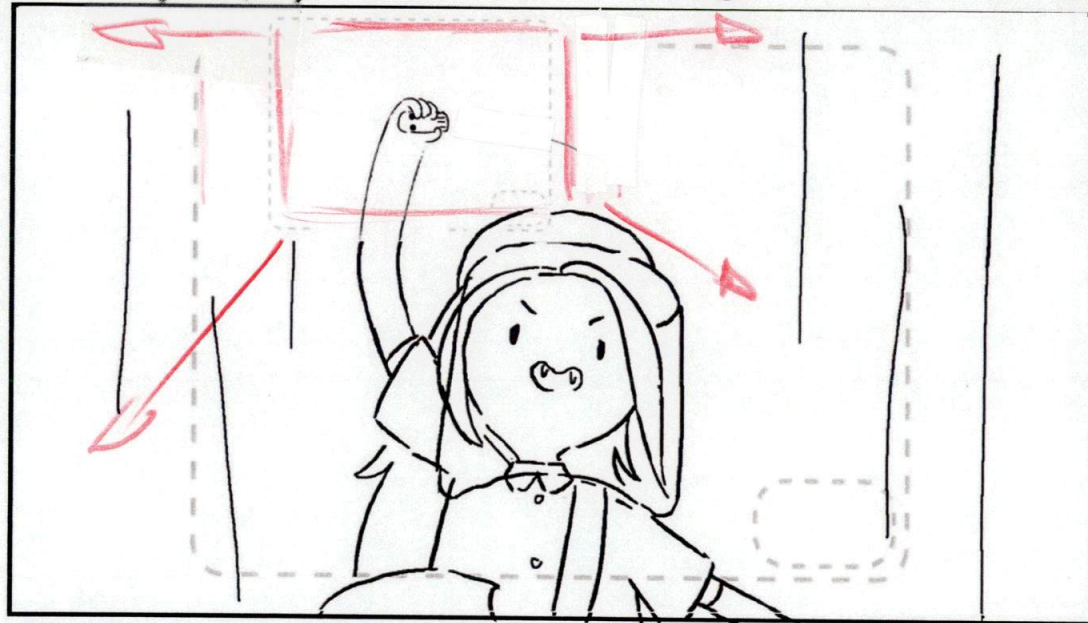
ADVENTURE TIME

NO
SC
142

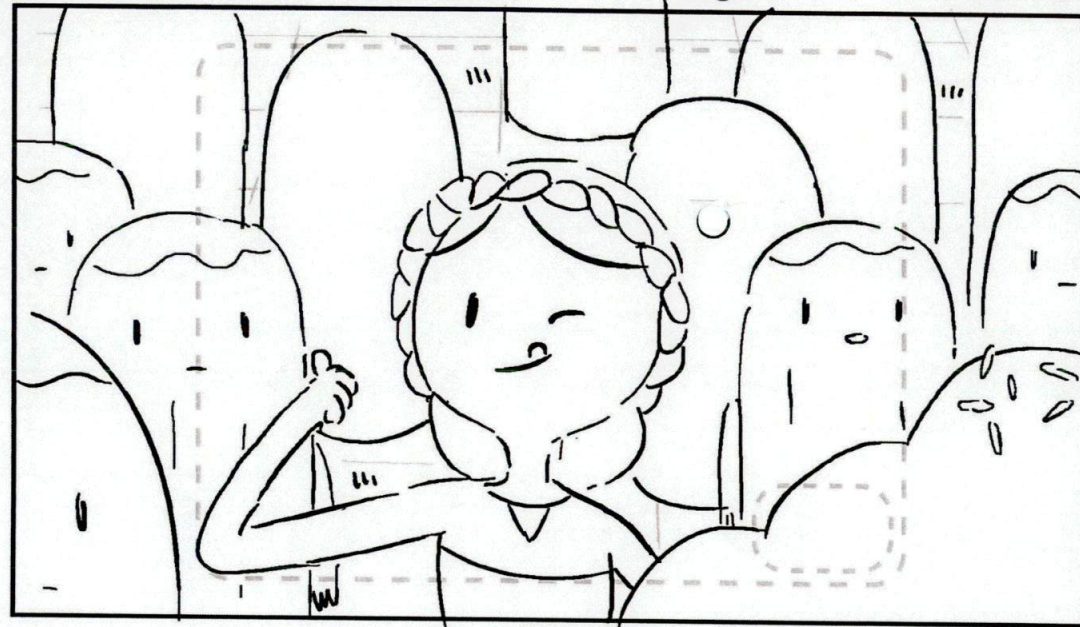


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Sc. 141 CONT Pnl. C Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:



Thanks Peebs!

Diag truck out

Action:

Timing:



AI

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ADVENTURE TIME



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12/18/15

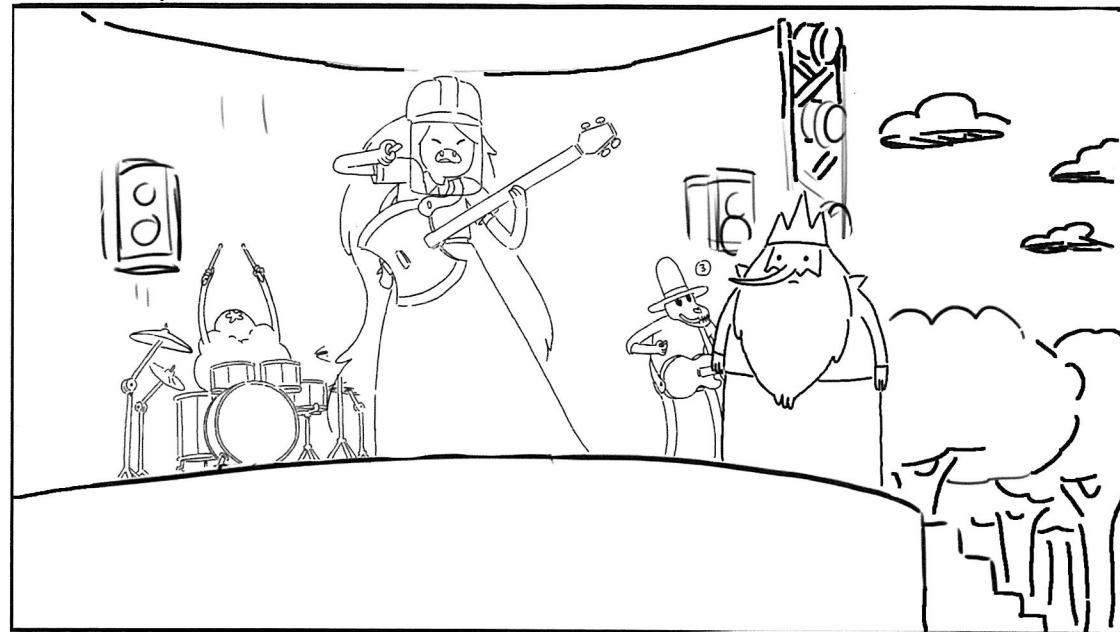
Page 173

Sc. 144

Pnl. A

Bg.

day night

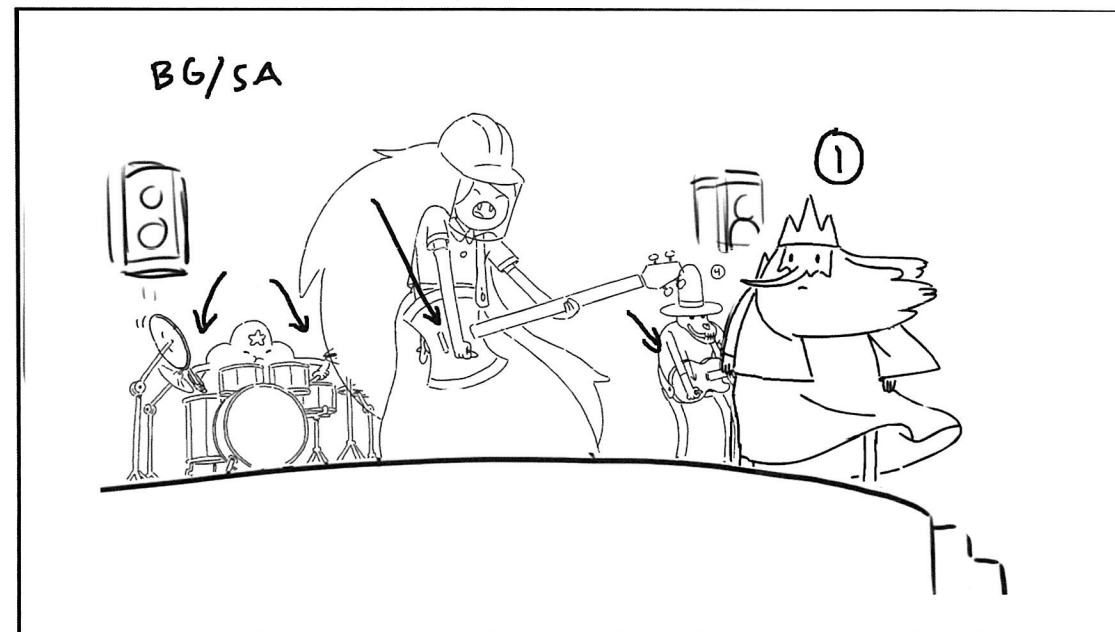


Sc. 144

Pnl. B

Bg.

day night



Dialog:

SFX: [Guitar riff]

(M) Autumn comes -- ♪

Action:

- IK is blown off stage

crowd walla

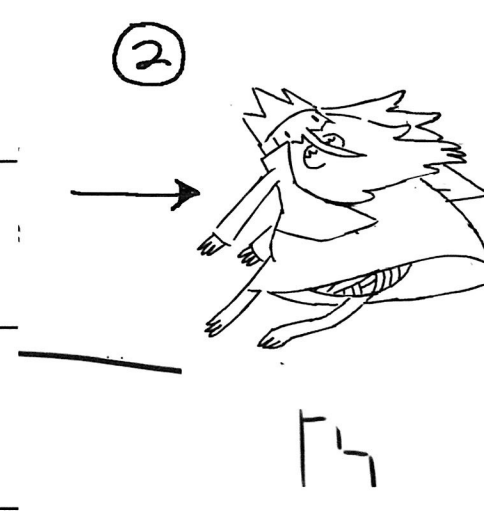
- M CONTINUES SONG.

Timing:



- SEE REF MOV.
FOR TIMING.

(2)



(3)



Production:

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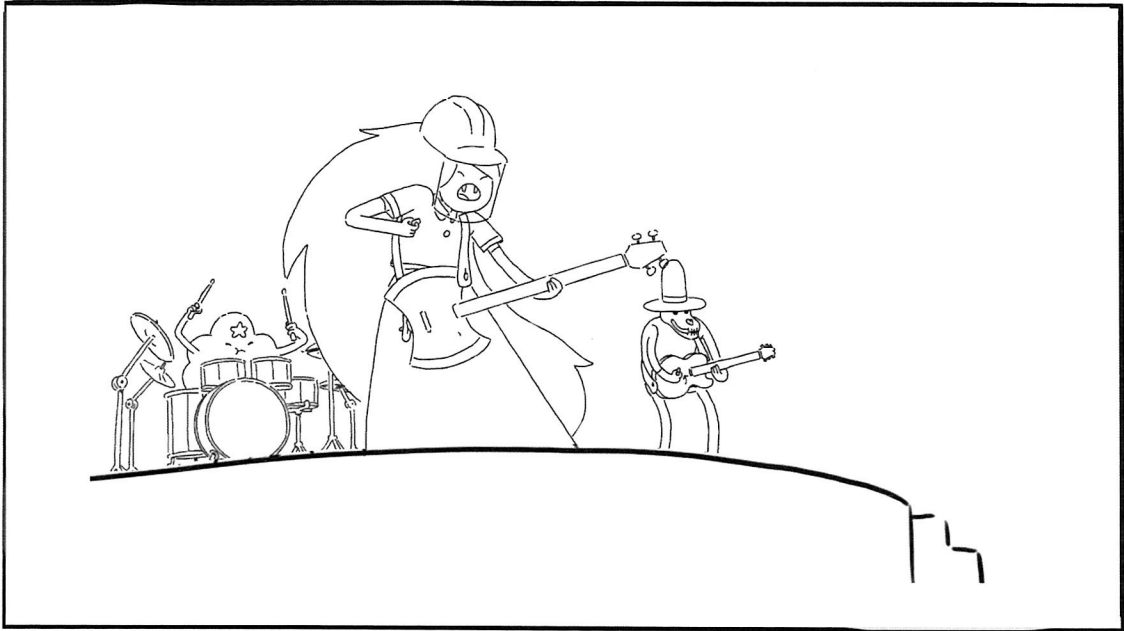
Page 173a

Sc. 144

Pnl. C

Bg.

day night

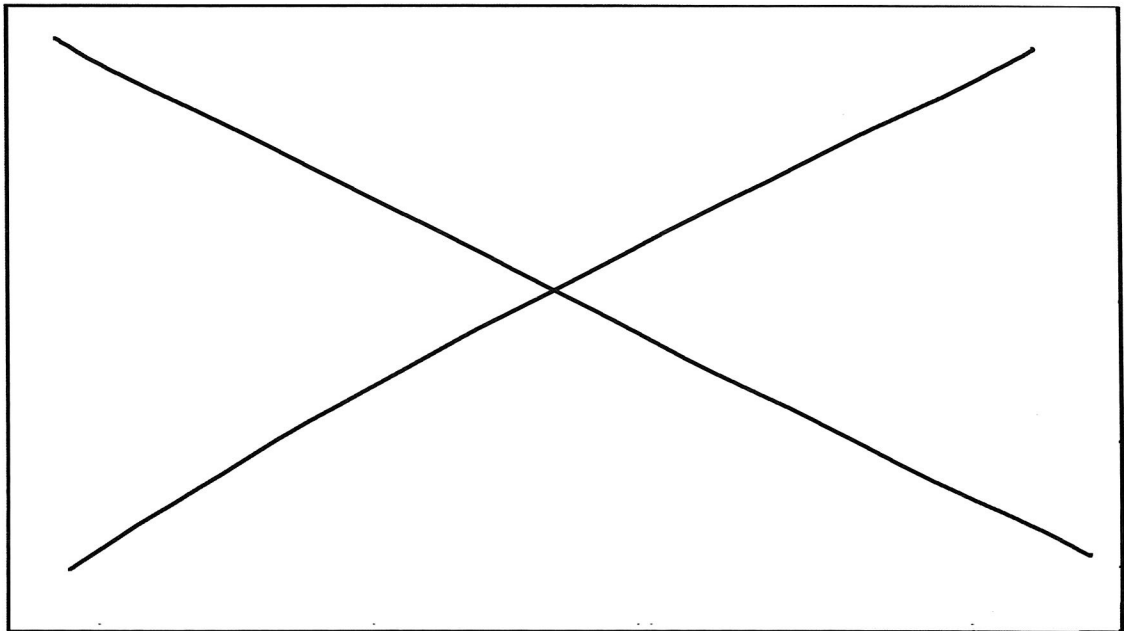


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

- See next pg. (173B) FOR MORE POSES

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ADVENTURE TIME

— POSES FOR SC. 144

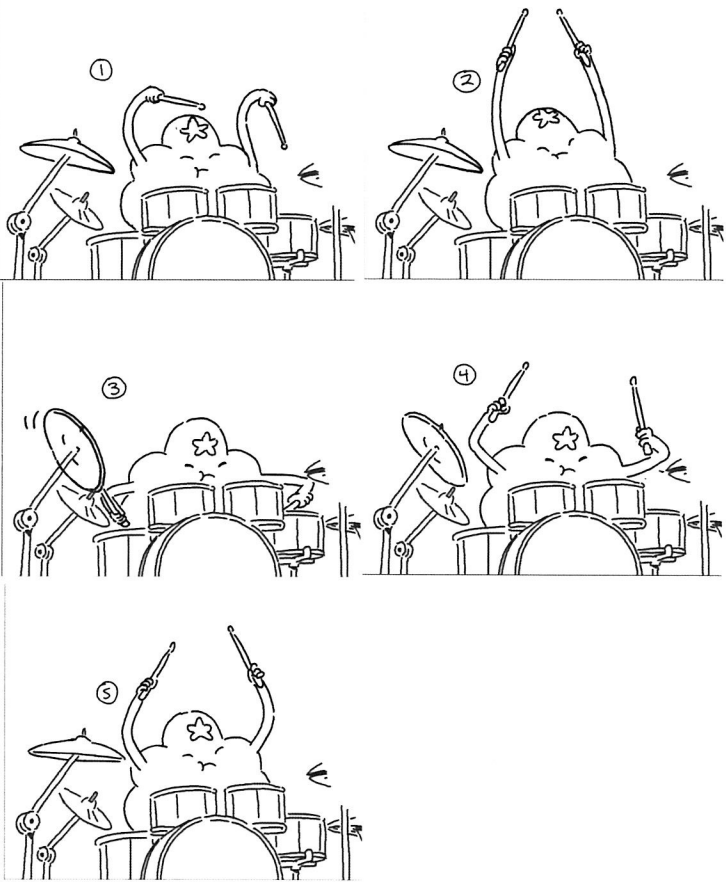


REVISED
12/18/15

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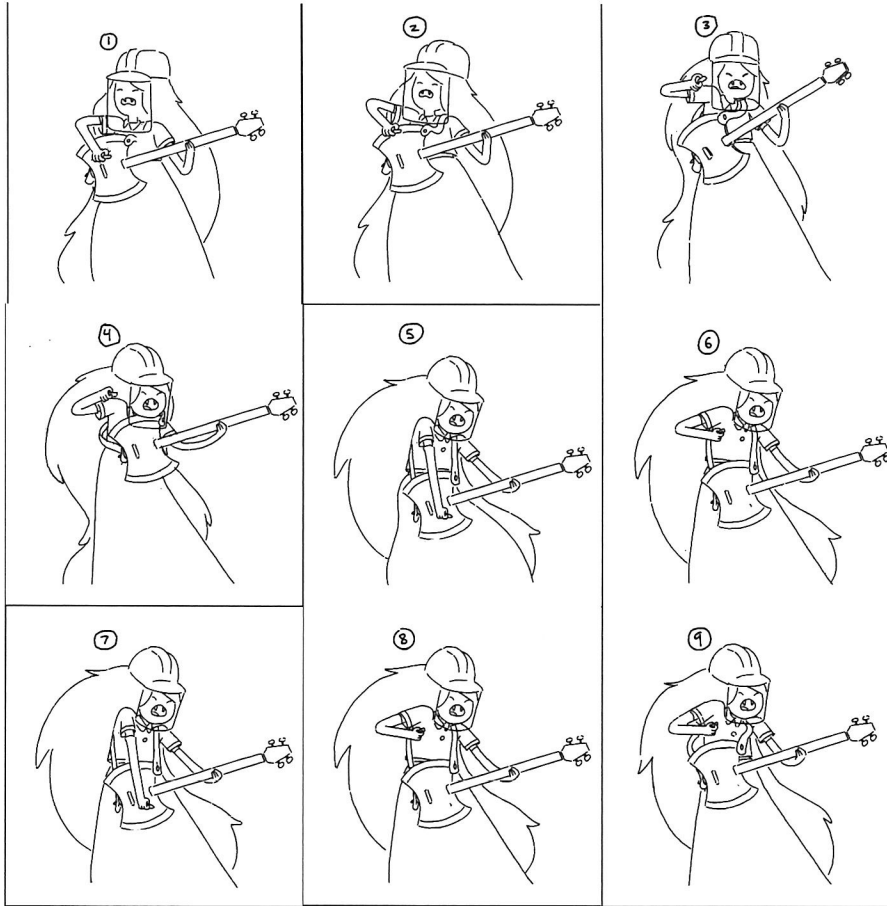
LSP POSES

CYCLE: ①, ②, ③, ④, ③, ④, ③, ④, ⑤, ②, ③, ④, ③, ④



MARCELINE POSE

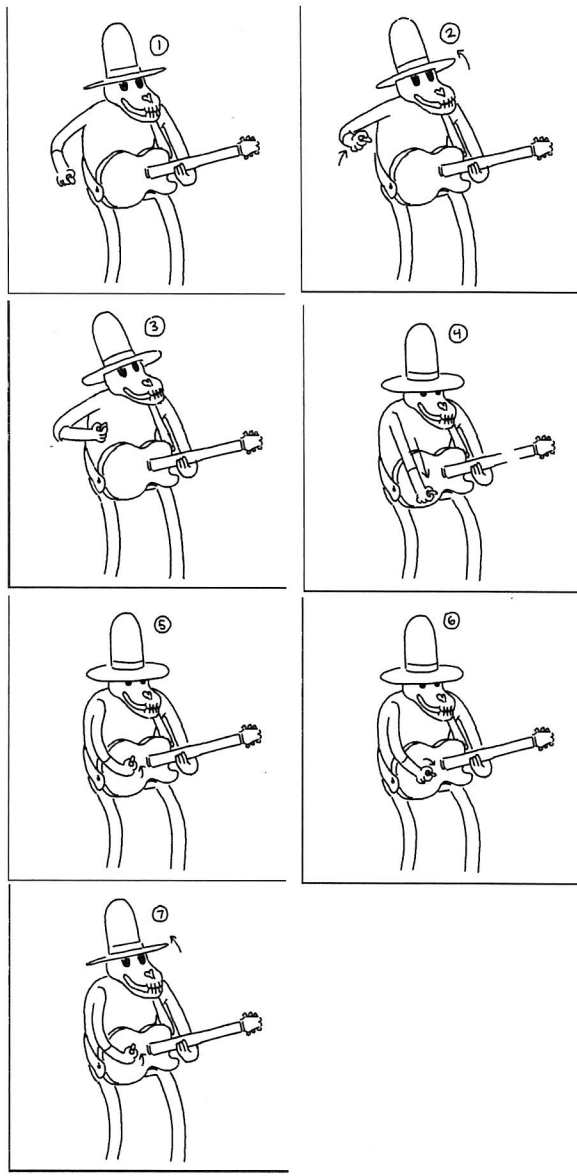
CYCLE: ①, ②, ③, ④, ⑤, ⑥, ⑦, ⑧, ⑦, ⑧, ⑨, ⑦, ⑧, ⑦, ⑧



See ref mov for timing

DEATH POSES

CYCLE: ①, ②, ③, ④, ⑤, ⑥, ⑤, ④, ⑤, ⑥, ⑦, ③, ④, ⑤, ⑥, ⑤



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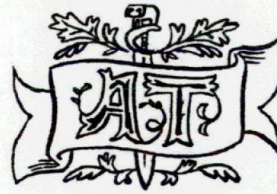
EPISODE #

Production:

1034/239

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ADVENTURE TIME

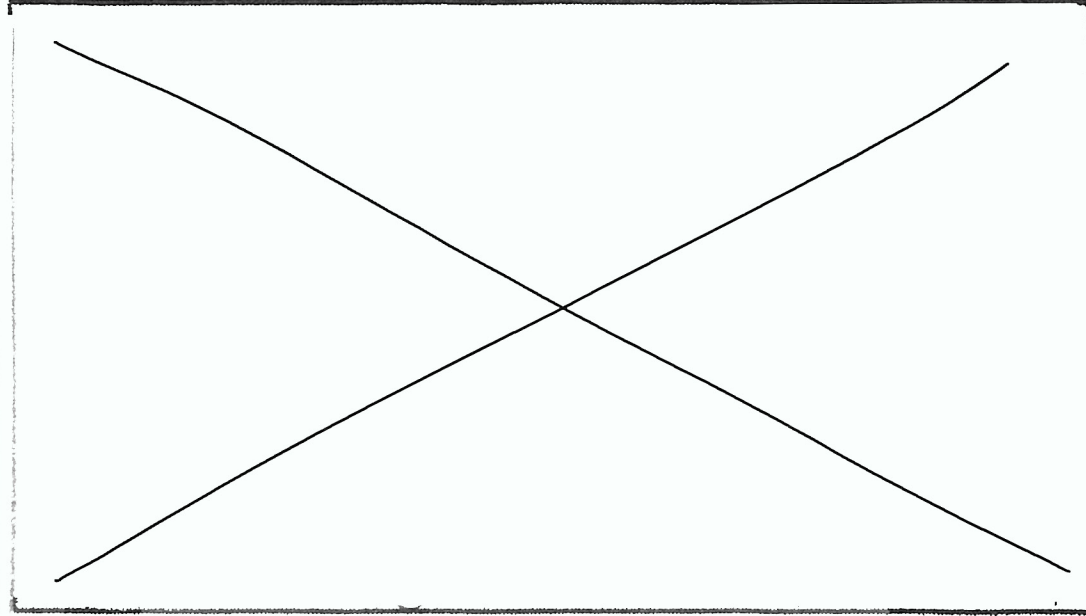


Sc. 88

Pnl.

Bg.

day night



Sc. 144

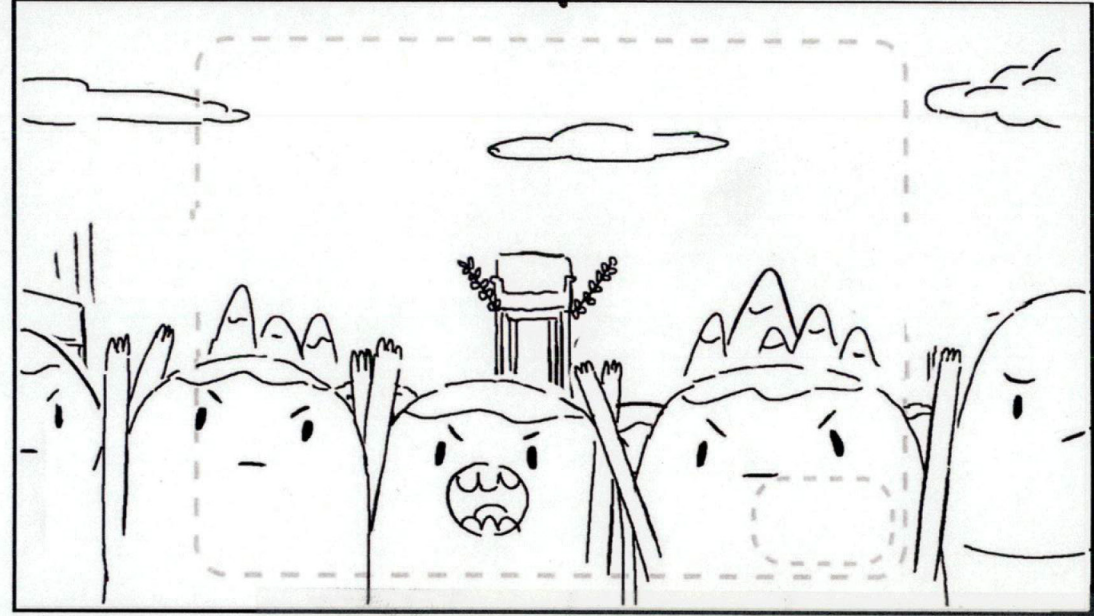
cont

Pnl.

A

Bg.

Page *173*
day night *174 NEXT*



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EPISODE #

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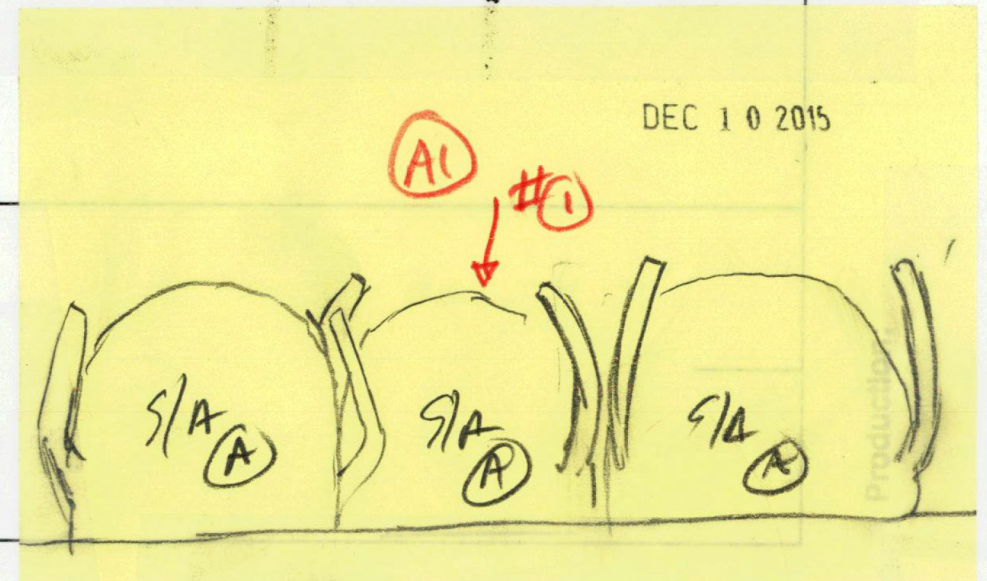
Dialog:

(M) *(V)* --When you're

Action:

Timing:

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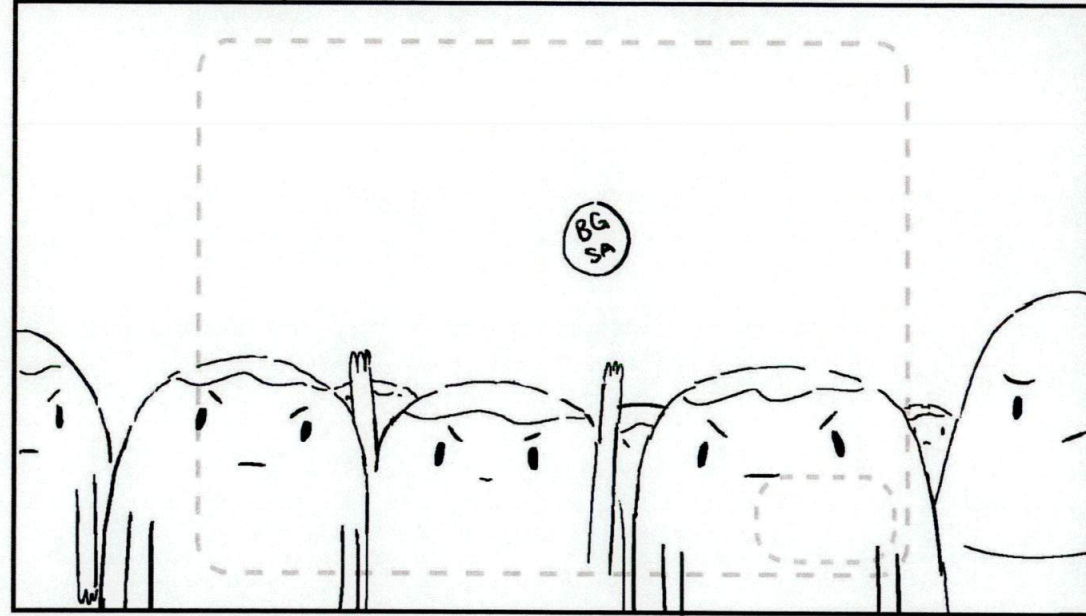


Page 174
day night

Sc. 145 *cont* Pnl. B

Bg.

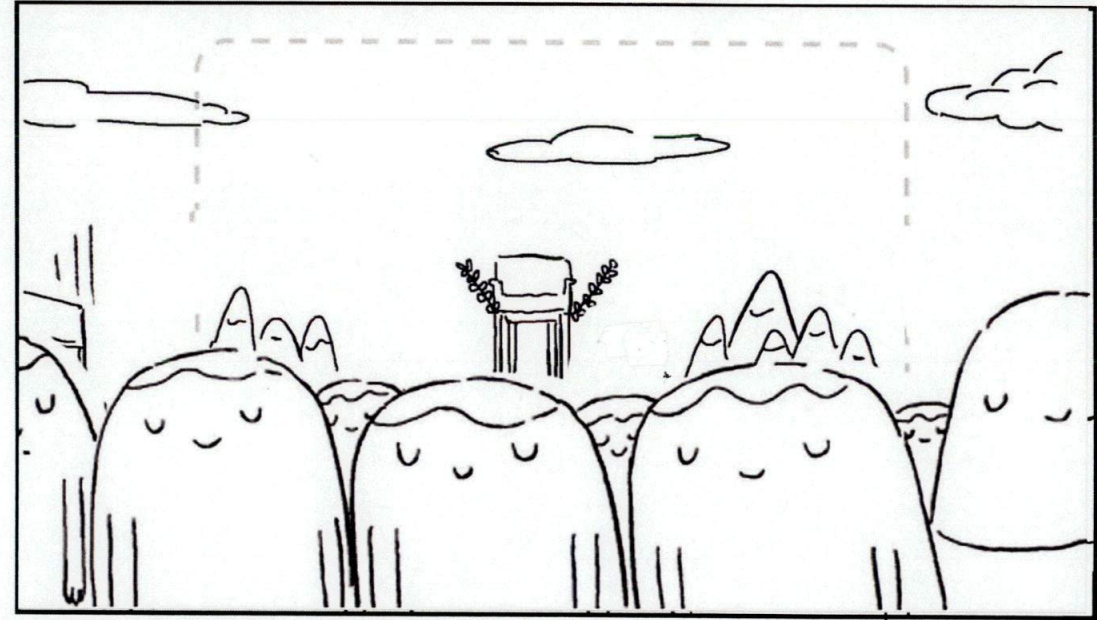
day night



Sc. 145 *cont* Pnl. C

Bg.

day night



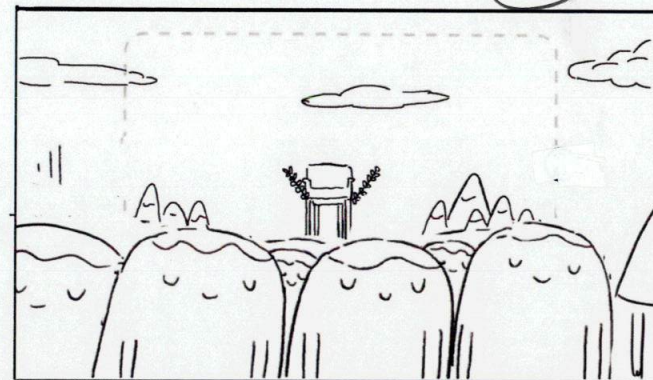
Dialog:

(M) (V) not yet done--

Action:

~ crowd calms down

Timing:



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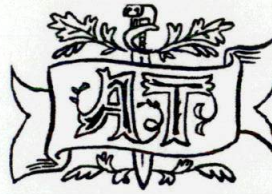
EPISODE # 1034-239

Production:

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ADVENTURE TIME



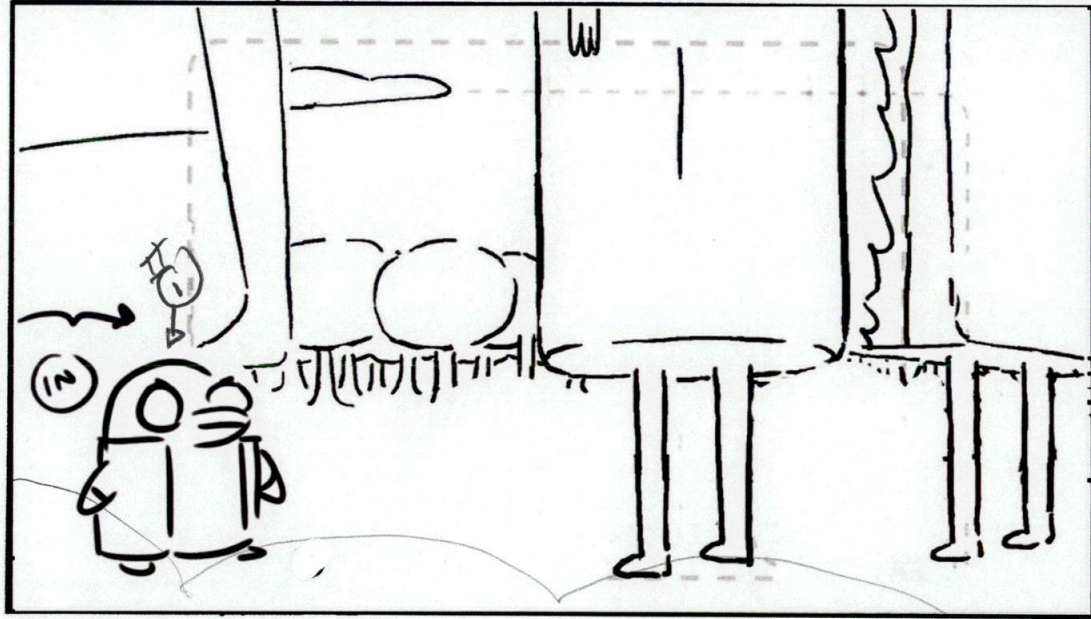
Page 175

Sc. 146

Pnl. A

Bg.

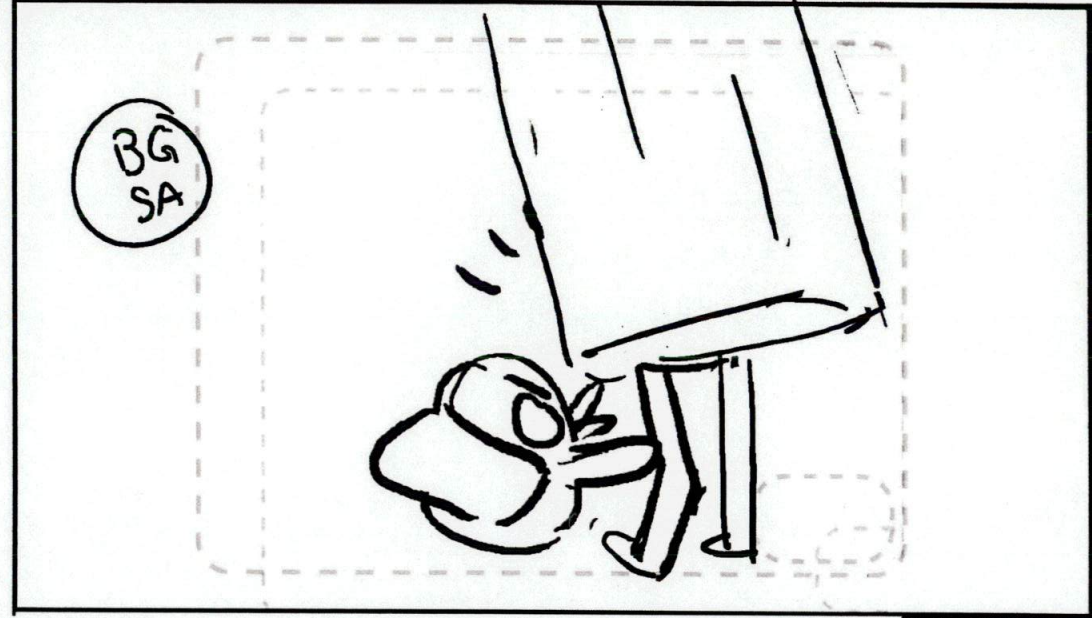
day night



Sc. 146 *cont* Pnl. B

Bg.

day night



Dialog:

(M) (0/5) WITH THE --.~ Summer

Action:

SFX: *CRACK*

- PENGUIN HITS B. GUARD'S LEG.

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Timing:

F. ground pens



Distant pens

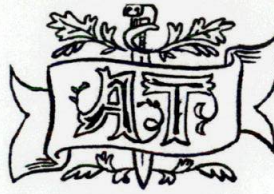
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EPISODE #

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Production:

ADVENTURE TIME



NO SC
148

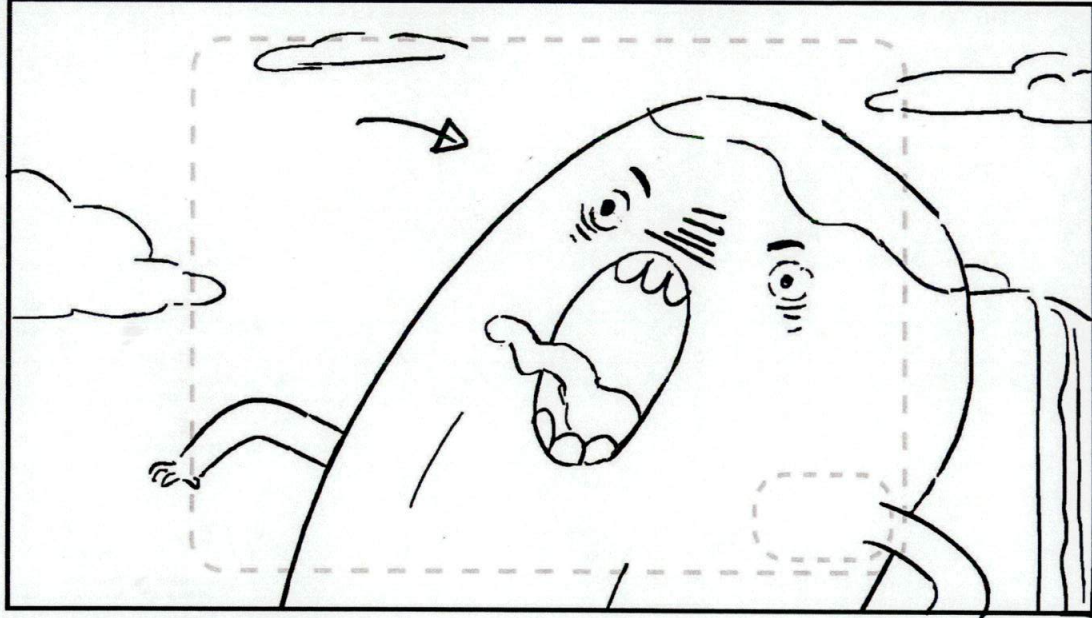
Page 176

Sc. 147

Pnl. A

Bg.

day night

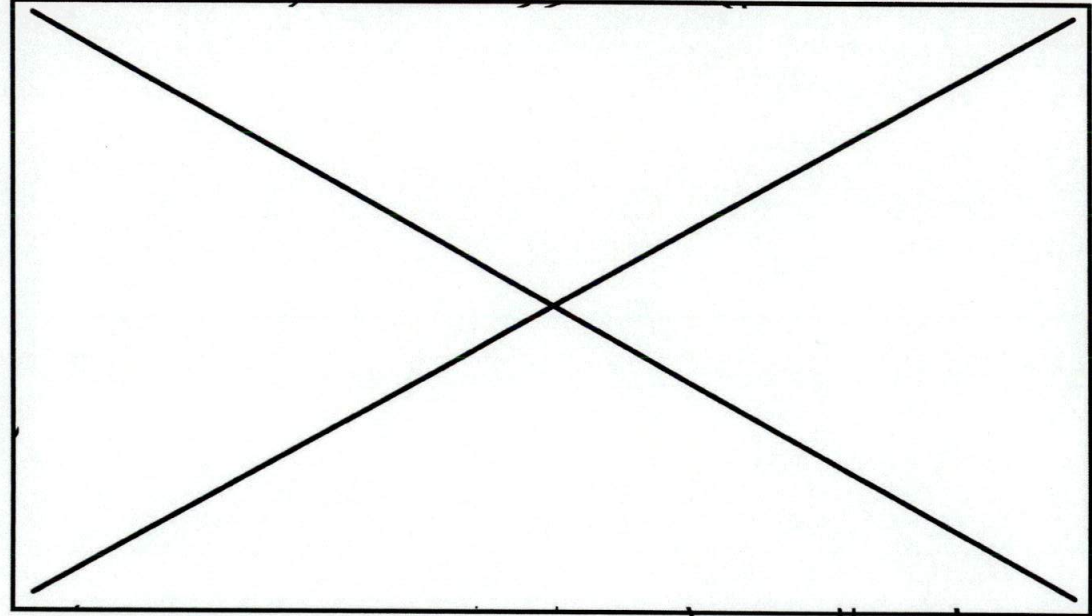


Sc.

Pnl.

Bg.

day night



Dialog:

(BG #1) AAAAGHH!!
(M) (u) - - - - - passing-- ♪

Action:



Timing:

(A)

DEC 10 2015

Production:

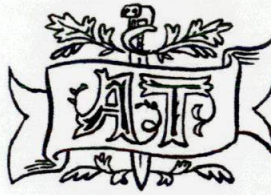
EPISODE #

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1034/239

ADVENTURE TIME



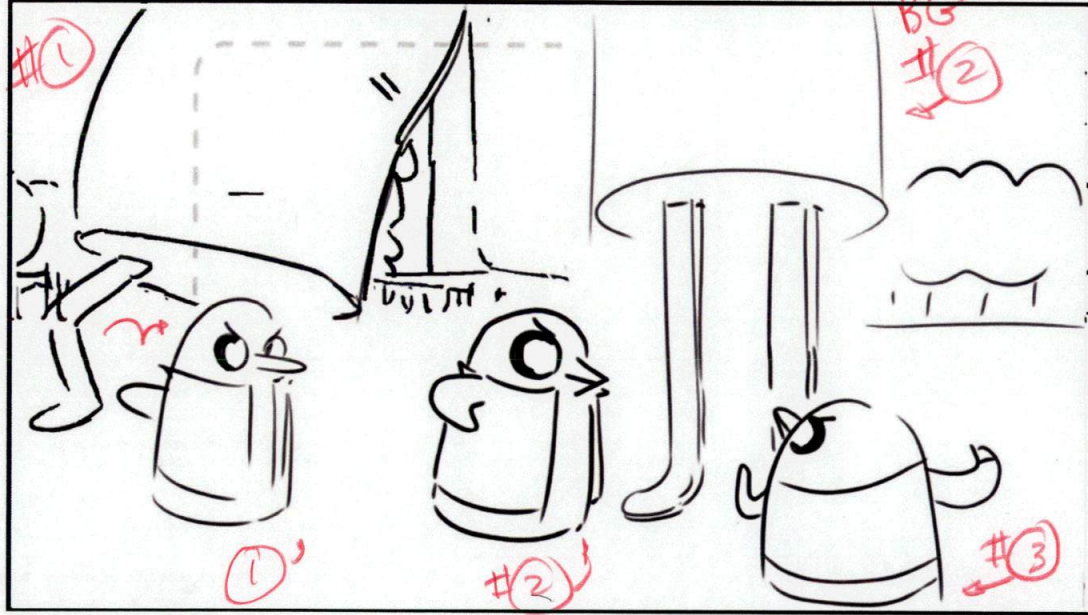
Page 177
NO PGS 178-179
day night

Sc. 149

Pnl. A

Bg.

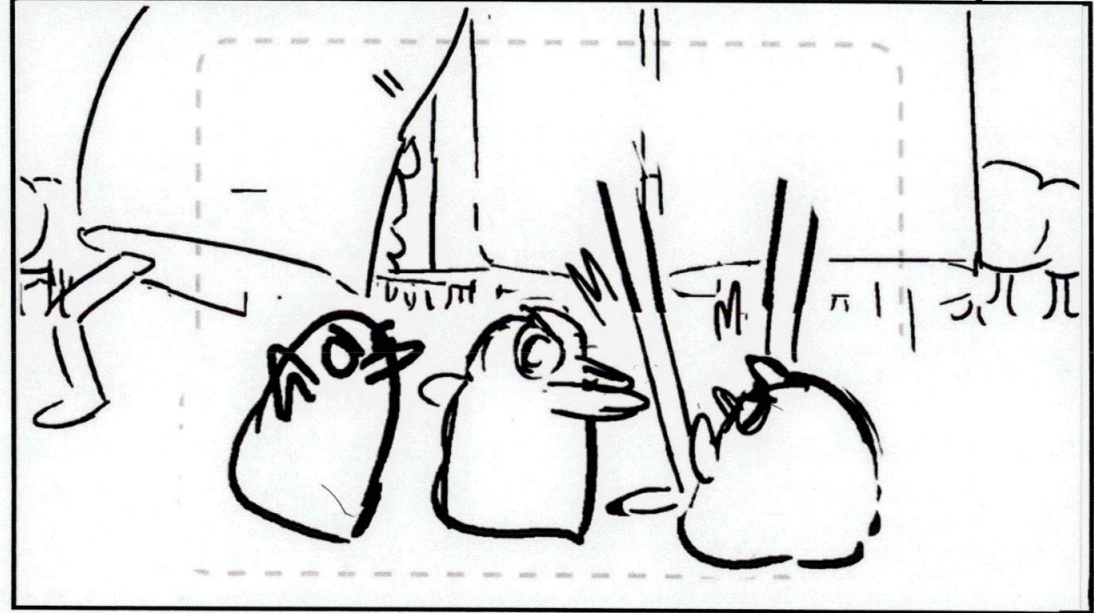
day night



Sc. 149 *cont*

Pnl. B

Bg.



Dialog:

(M) ♪ (9/5) B YE-EEE

Action:

DEC 10 2015

Timing:

1034-239

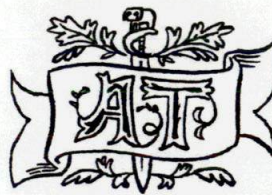
EPISODE #

1034, 239

Production:

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ADVENTURE TIME



NO SC'S
151-152

Page 180
No AGS 184/182
day night

Sc. 150

Pnl. A

Bg.

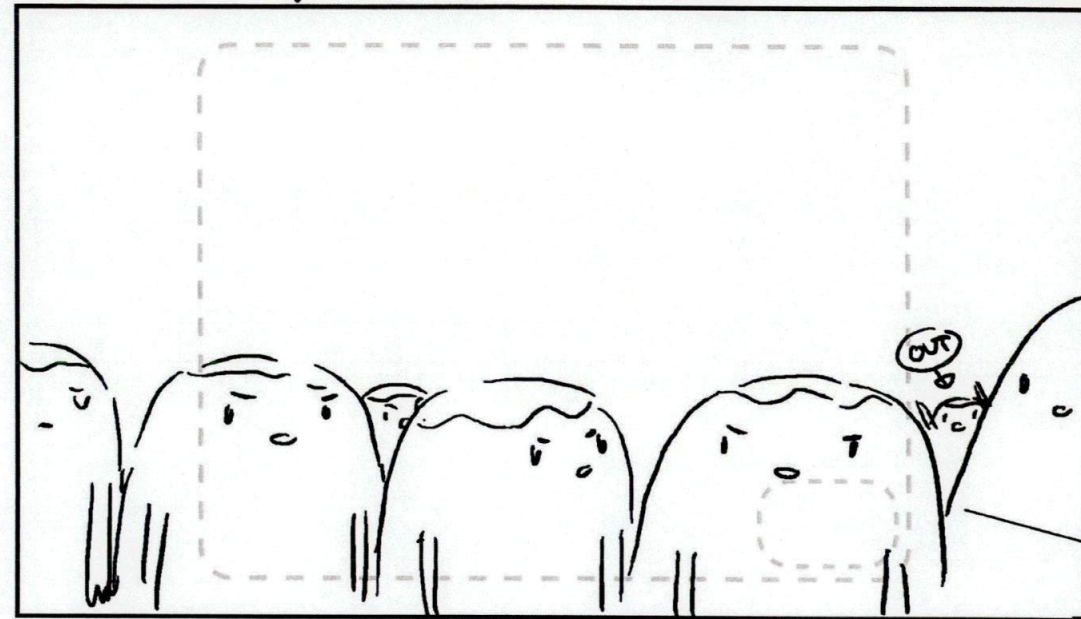
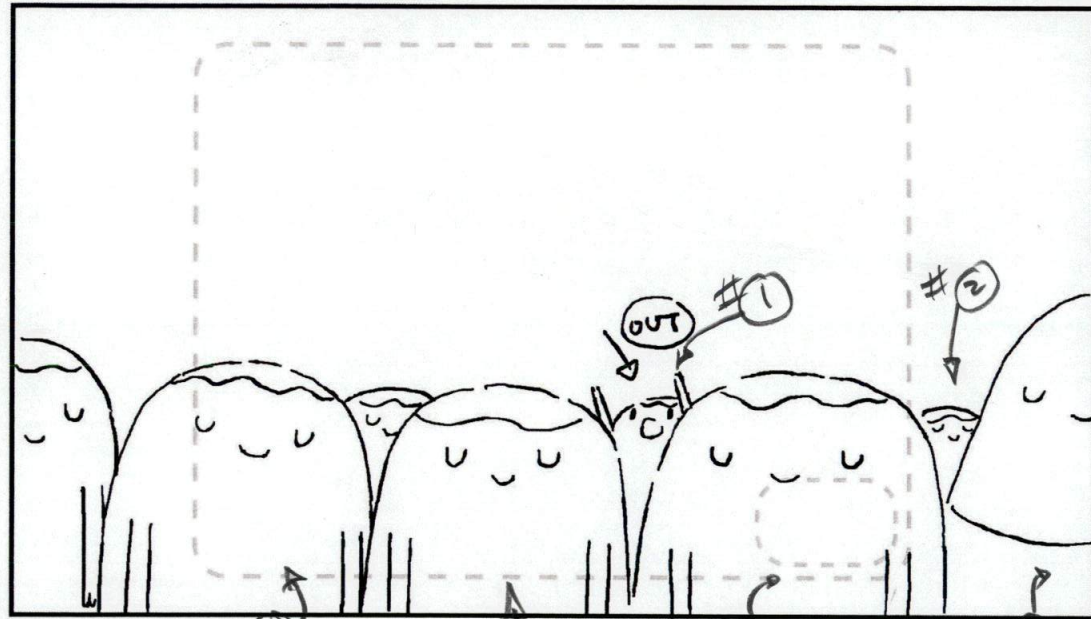
day night

Sc. 150

cont

Pnl. B

Bg.



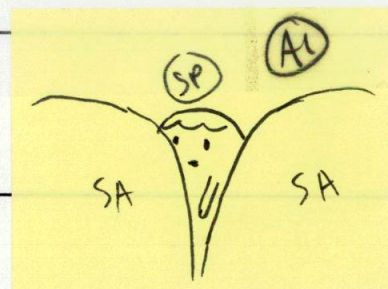
Dialog:

BG#2: (0/5) HELP!

(M) (0/5) BUT--

BGUARDS: [CONCERNED MURMUR]

Action:



Timing:

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Production:

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ADVENTURE TIME



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Sc.

Pnl.

Bg.

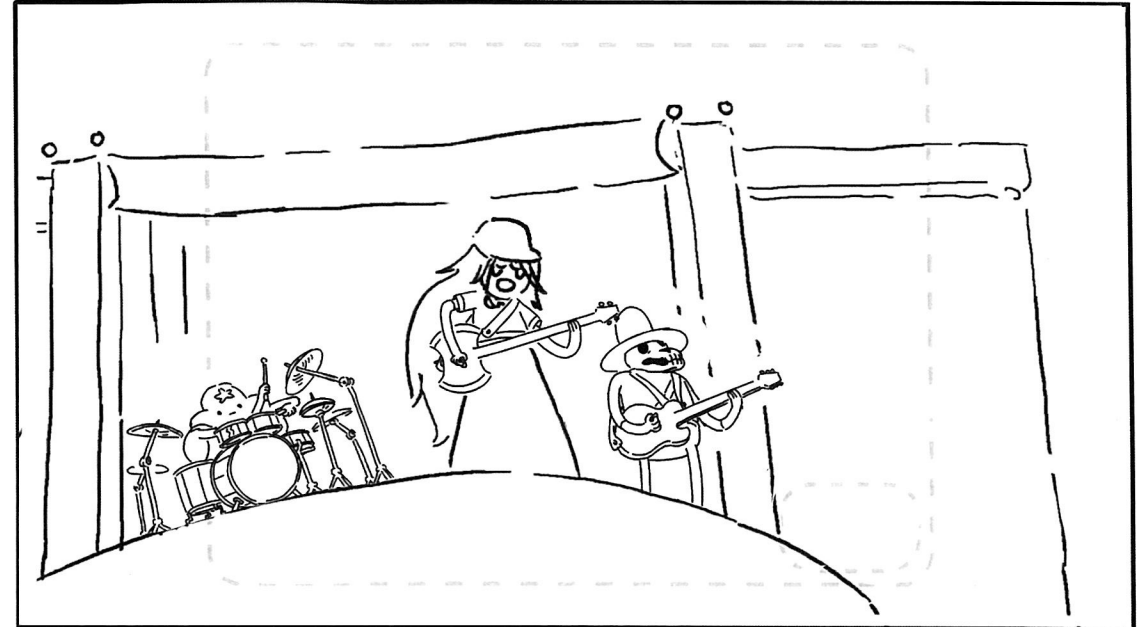
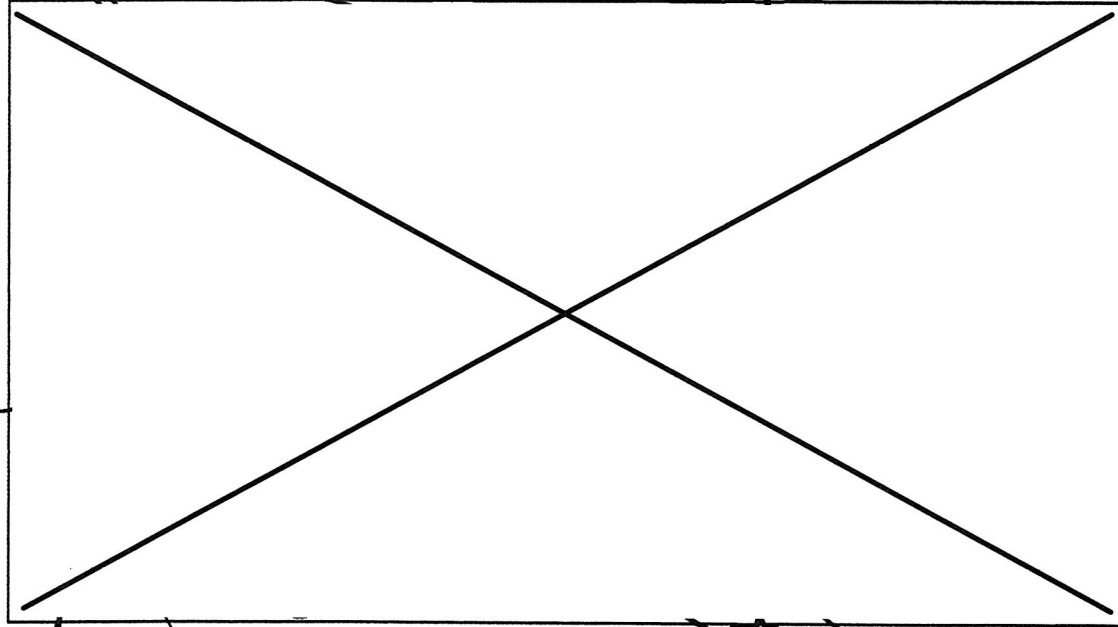
day night

Sc. 153

Pnl. A

Bg.

day night



Dialog:

(M) ♪ I don't-- ♪

Action:

Timing:

* SEE PG. 185A FOR MORE POSES OF LSP + DEATH

* SEE REF MOV FOR ADDITIONAL INBETWEEN POSES TO INFORM TIMING/TRANSITIONS/ OVERLAP BETWEEN KEY POSES.

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ADVENTURE TIME



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Sc. 153

Pnl. B

Bg.

day night

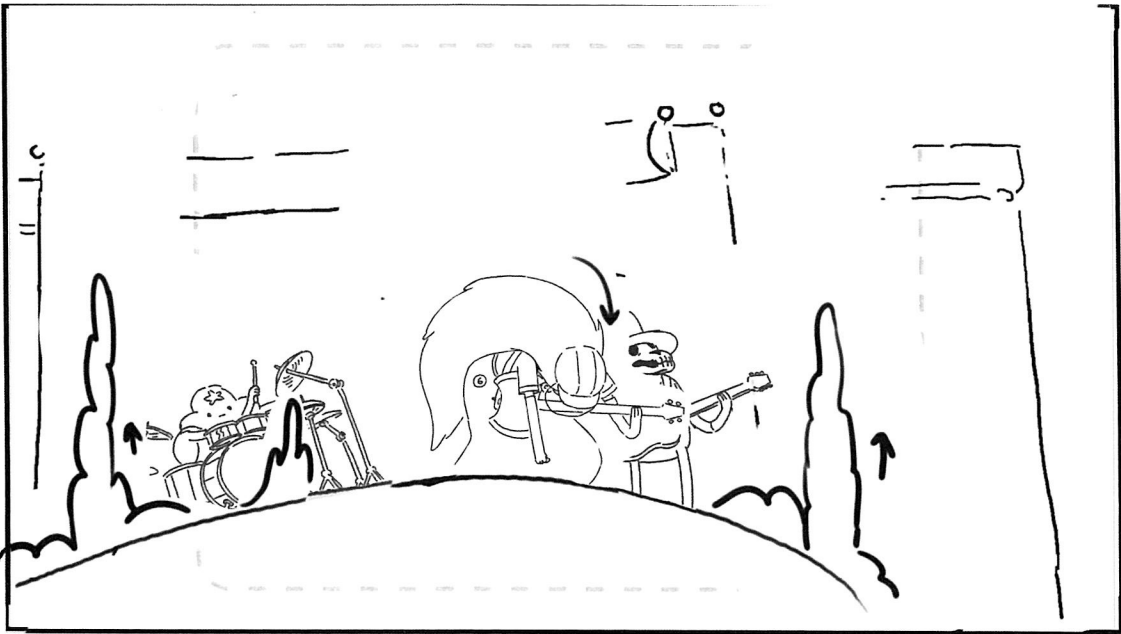


Sc. 153

Pnl. C

Bg.

day night



Dialog:

(M) ♪ think -- ♪

Action:

- smoke erupts from the stage

Timing:

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ADVENTURE TIME



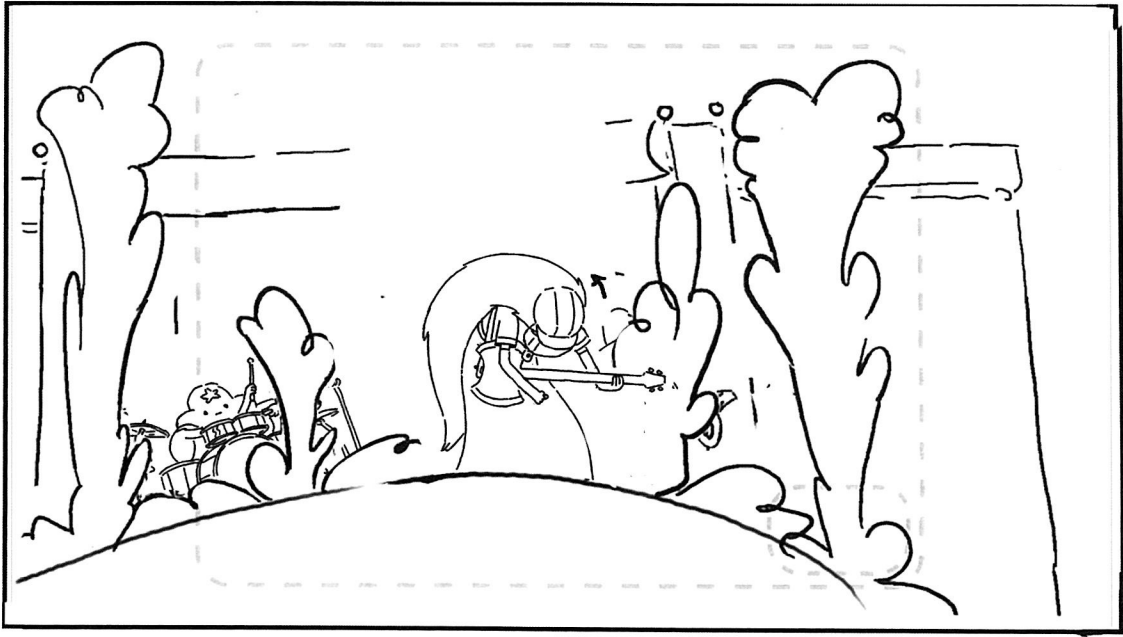
12/18/15

Sc. 153

Pnl. D

Bg.

day night

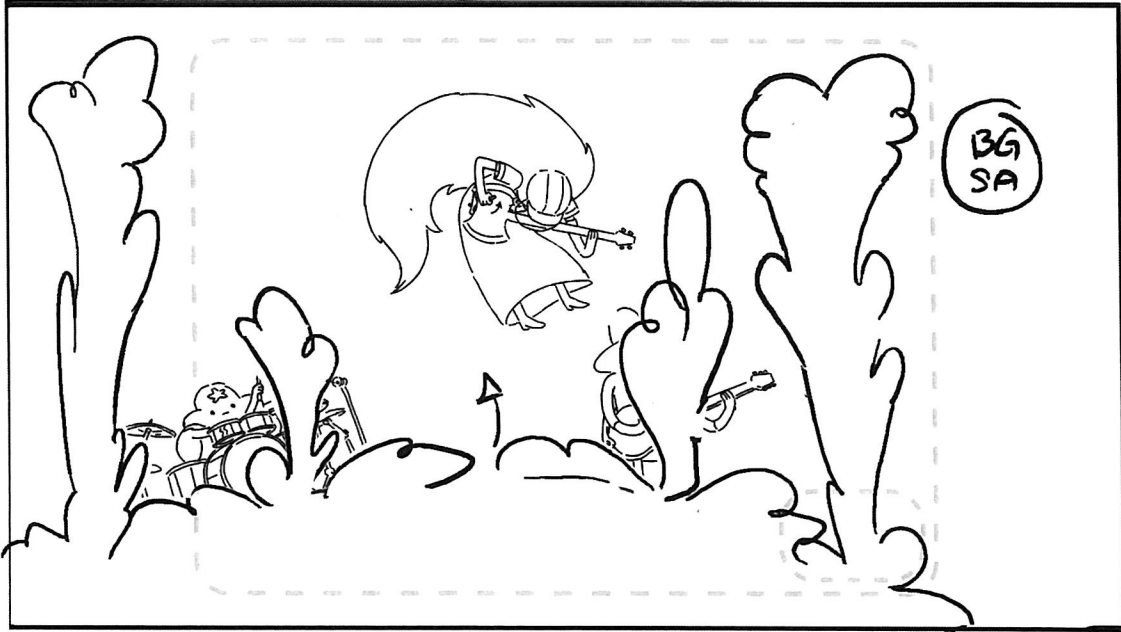


Sc. 153

Pnl. E

Bg.

day night



Dialog:

(M) ♪ I could -- ♪

Action:

- M. RISES INTO THE AIR.

Timing:

- See REF VID FOR TIMING.

MARCY'S RT. HAND CYCLE ①, ②, ①, ② ect. THROUGH THE END OF SC.

① ②

EPISODE # 1034-239

Production:

ADVENTURE TIME



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12/18/15

Sc. 153

Pnl. D

Bg.

day night

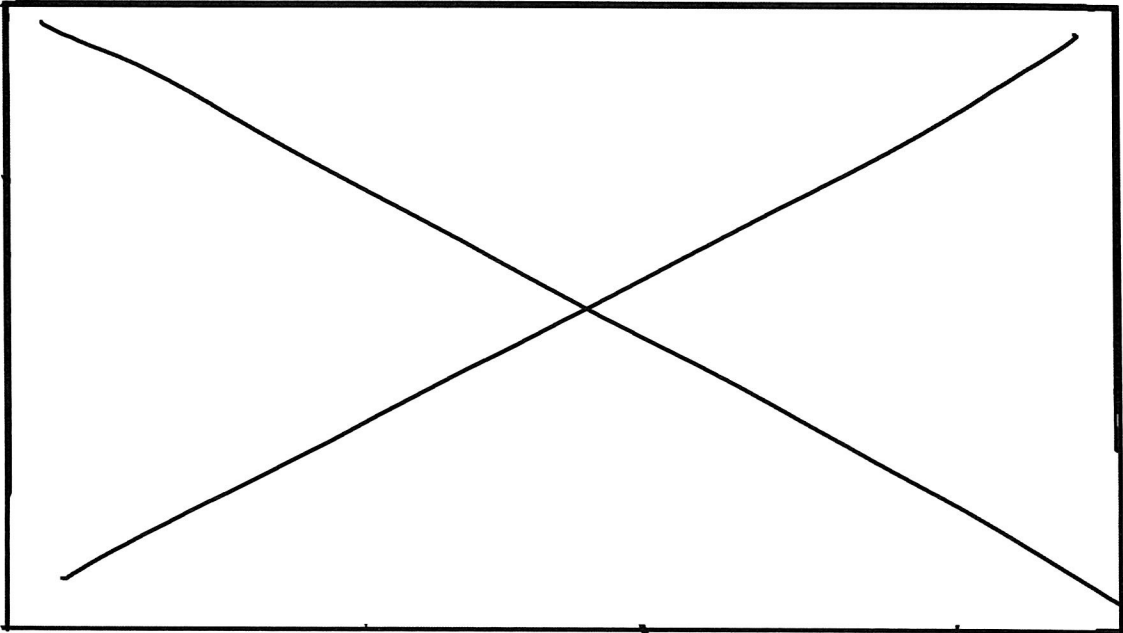


Sc.

Pnl.

Bg.

day night



Dialog:

(M)

stand to be

↑

Action:

Timing:

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EPISODE #

Production:

ADVENTURE TIME

POSES FOR SC. 153



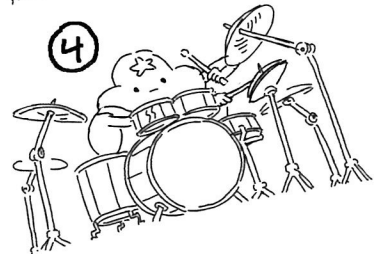
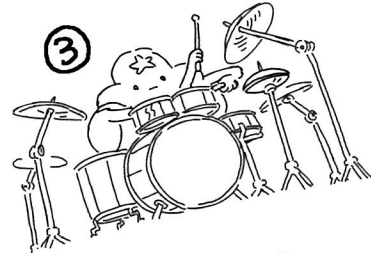
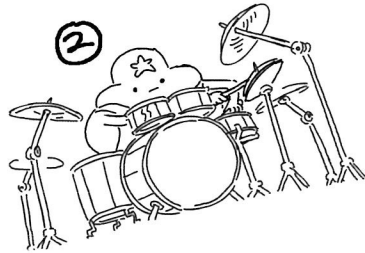
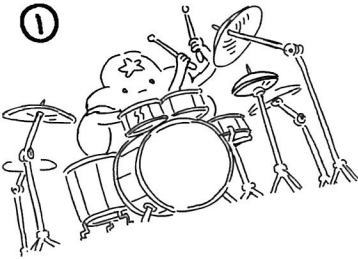
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LSP POSES

CYCLE: ①, ②, ③, ④ repeat

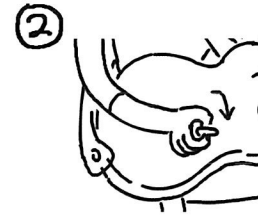
see ref mov for additional
inbetween poses and timing



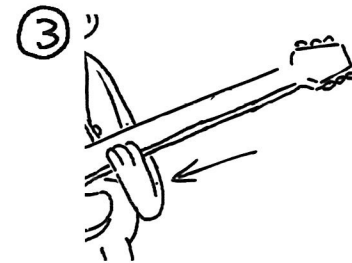
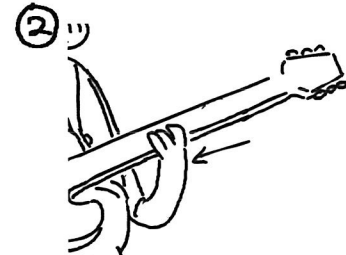
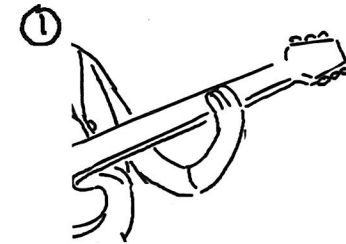
DEAT POSES

See ref mov for timing

RIGHT HAND



LEFT HAND



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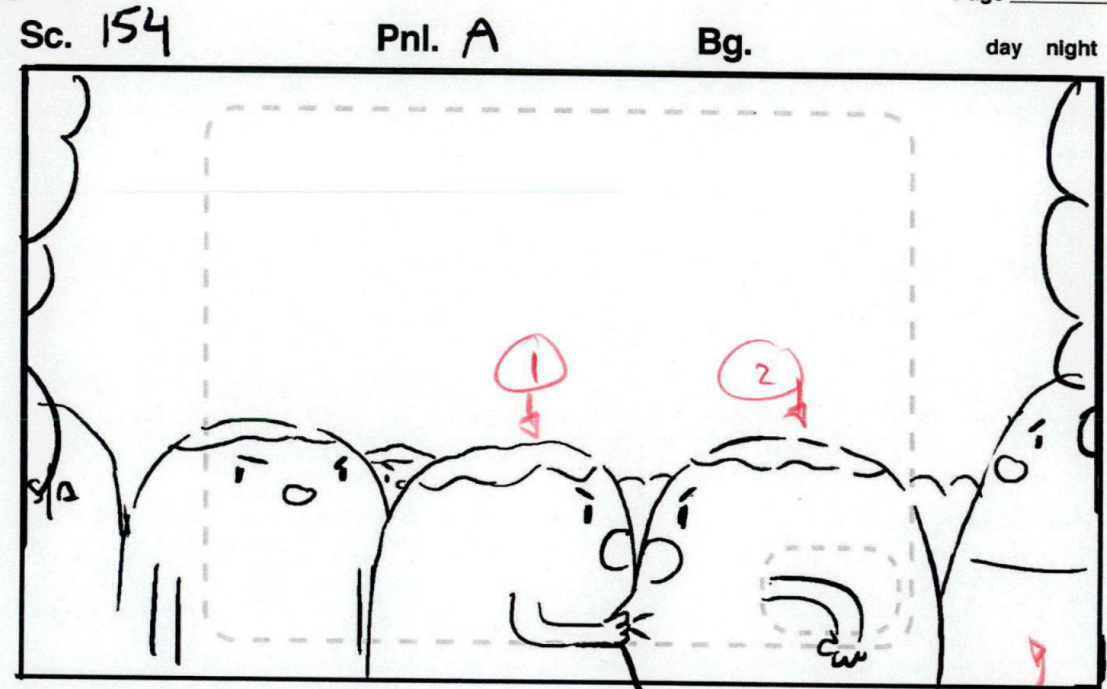
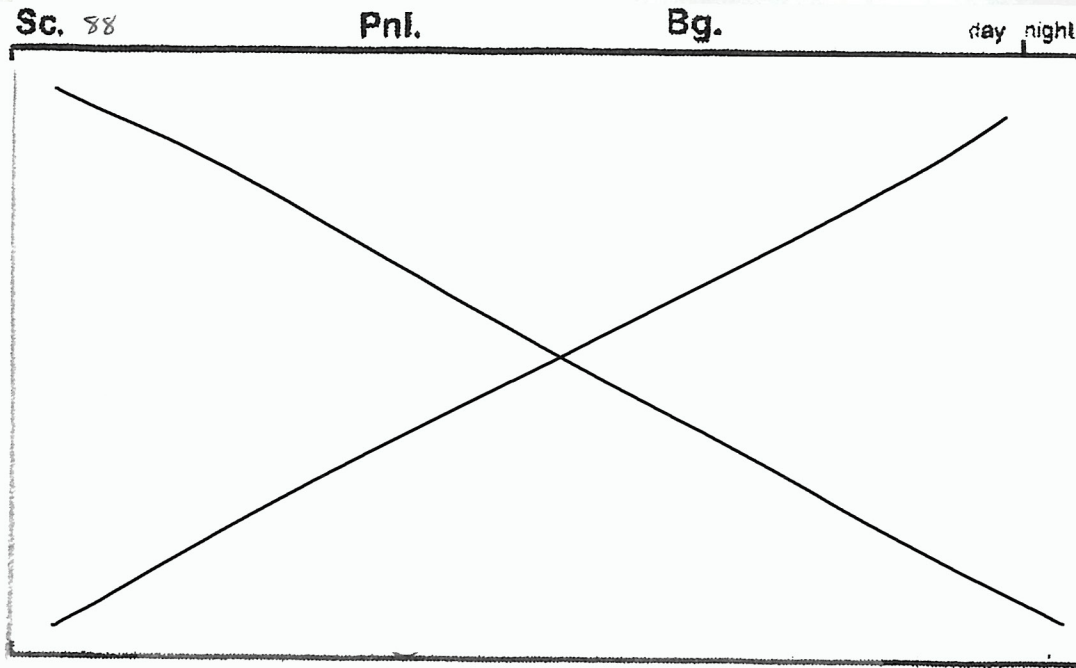
EPISODE #

Production:

ADVENTURE TIME



Page 185B



Dialog:

(M) ♪ stand to be ♪

Action:

Timing:

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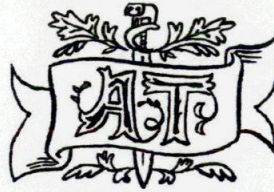
EPISODE #

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Production:

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ADVENTURE TIME



NO
SC
155

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Sc. 154 *cont* Pnl. B

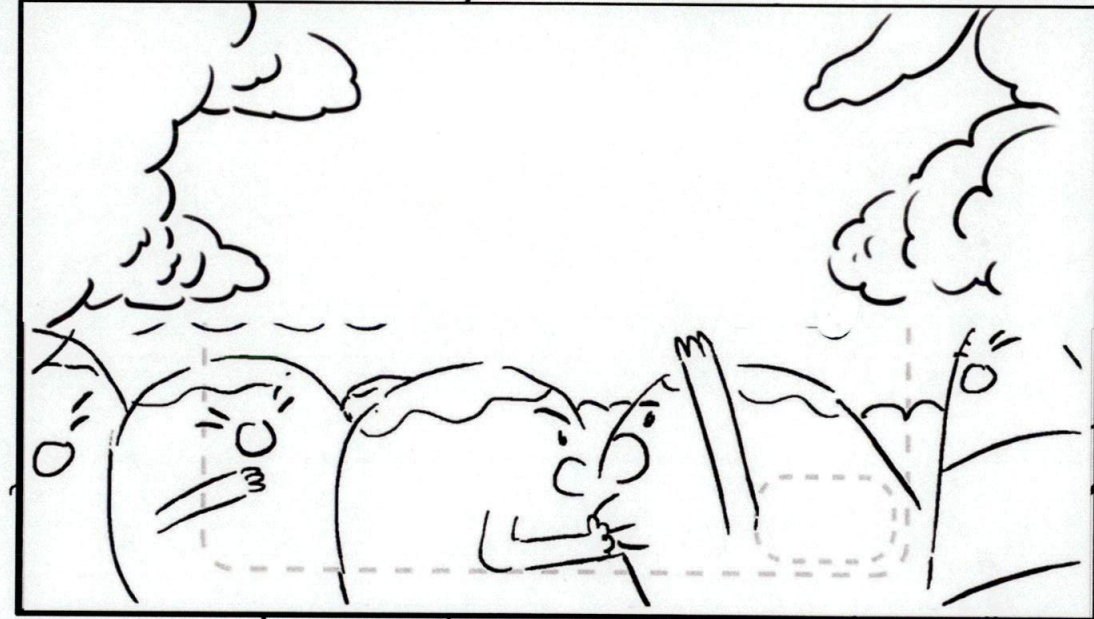
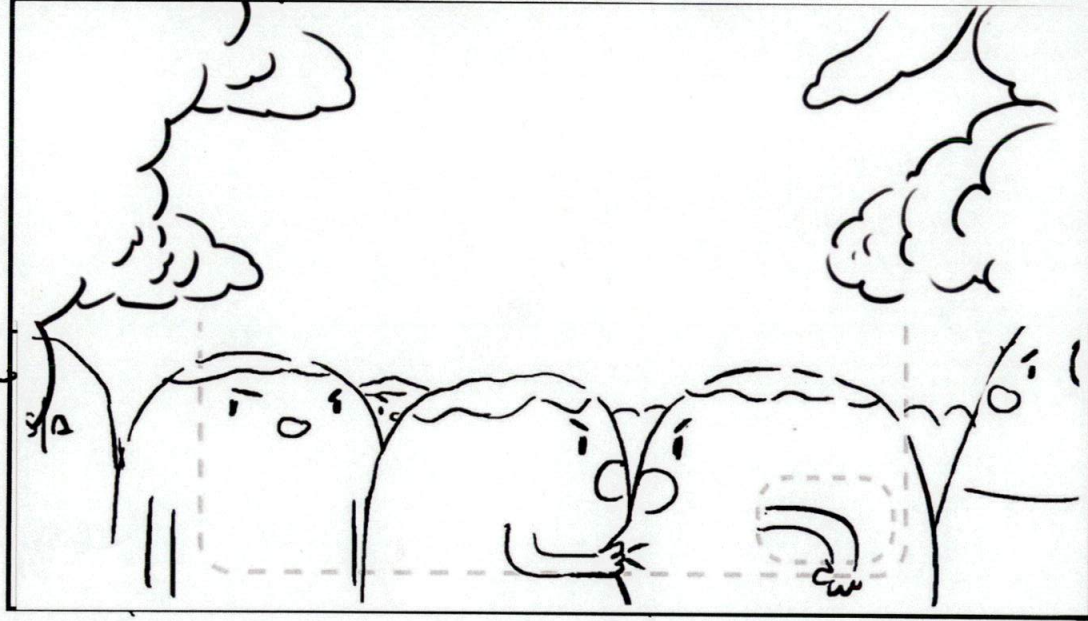
Bg.

day night

Sc. 154 *cont* Pnl. C

Bg.

day night



Dialog:

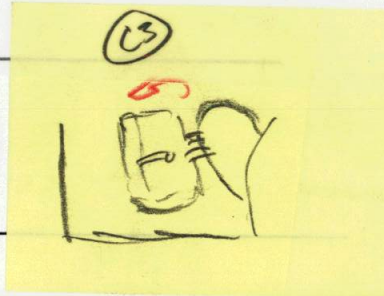
Action:

- CROWD STARTS SHOVING/
FIGHTING.

Timing:

CROWD: [ROWDY WALLA]

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No Sc 155

ADVENTURE TIME



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Sc. 156

Pnl. A

Bg.

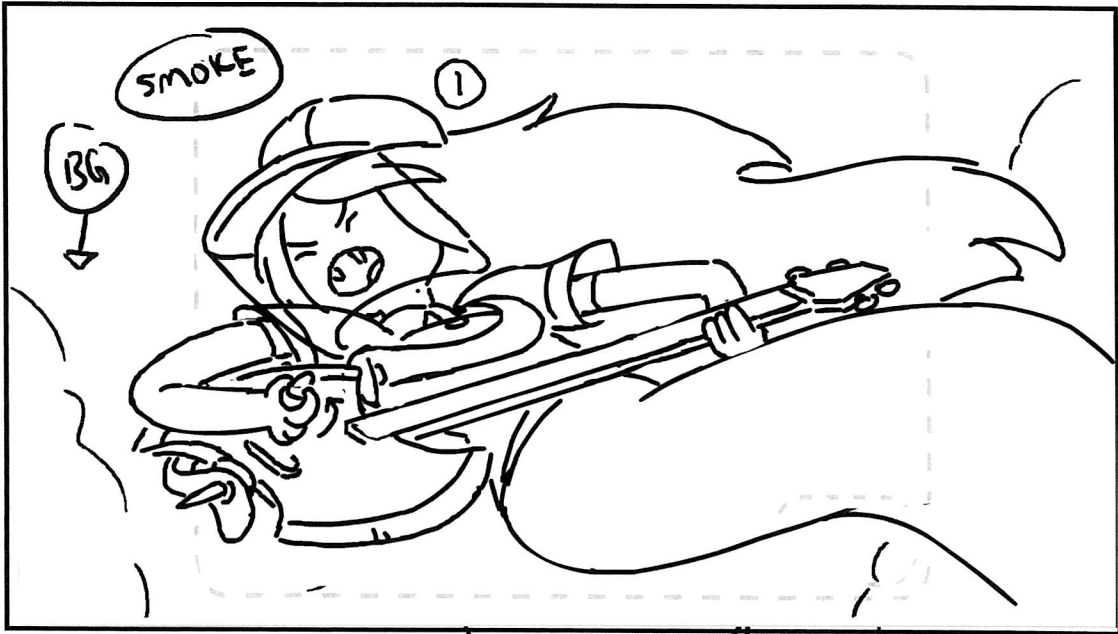
day night

Sc. 156

Pnl. B

Bg.

day night



Dialog:

(M) where you ...

Action:

(SP)



Timing:

NOTE: OVERLAP HAIR.

(M) don't ...

CYCLE: ①, ②, ①, ②

②



- SEE REF VID FOR TIMING + BREAKDOWN POSES.

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Production:

ADVENTURE TIME



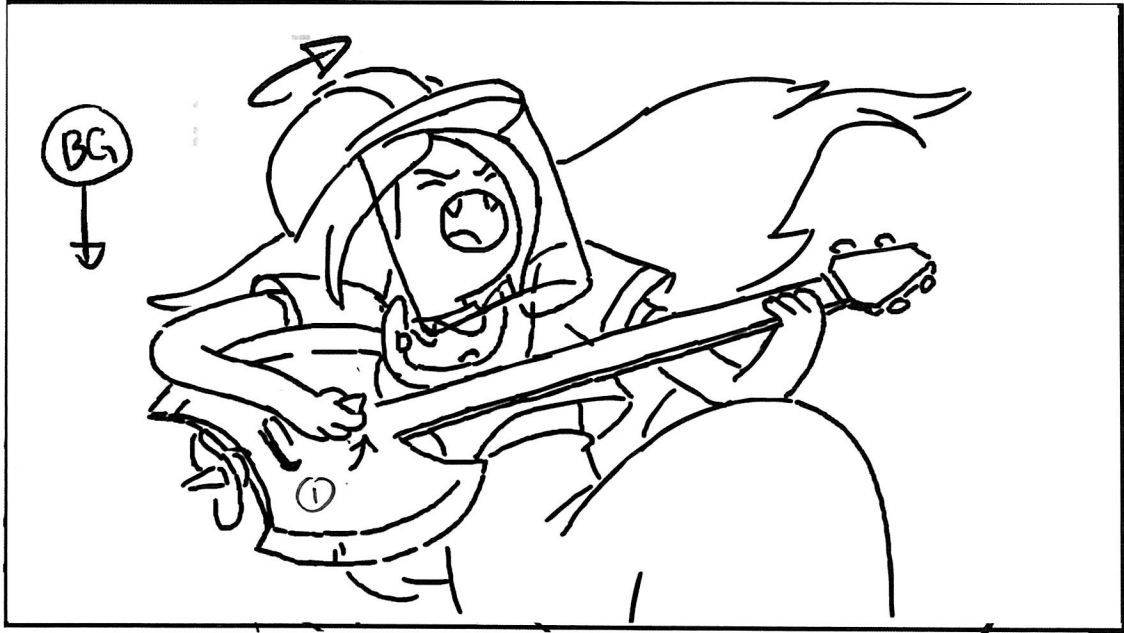
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Sc. 156

Pnl. C

Bg.

day night

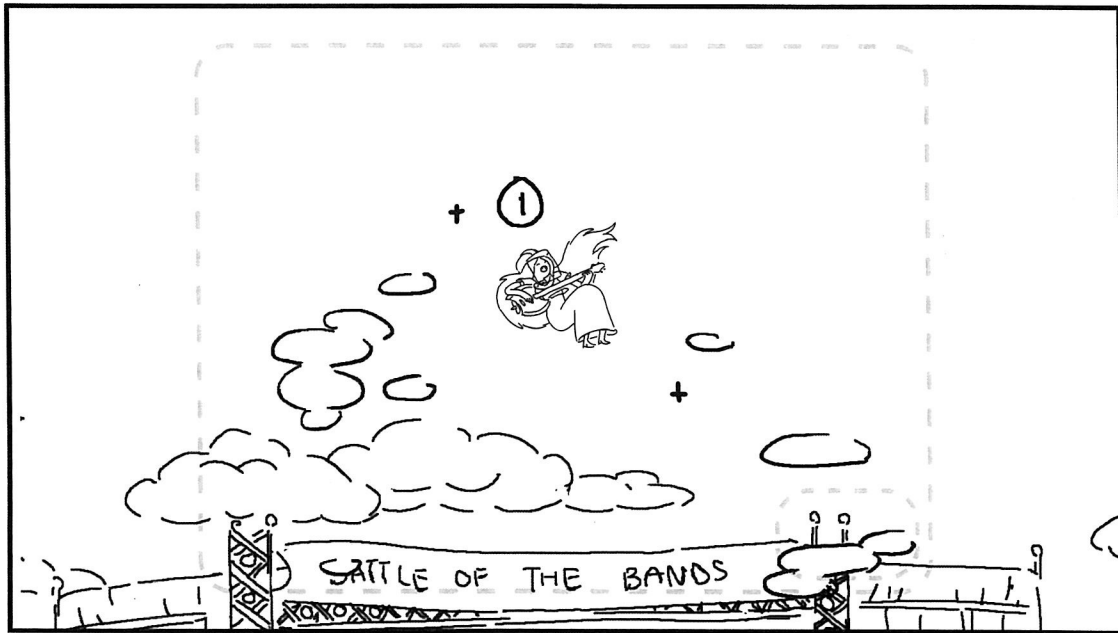


Sc. 157

Pnl. A

Bg.

day night



Dialog:

(M) 'SEEE-- ♪

M: Meee--

Action:

Timing:

CYCLE:
①, ②, ①, ②



②



— smoke dissipates

③



④



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ADVENTURE TIME



Sc. 157

Pnl. B

Bg.

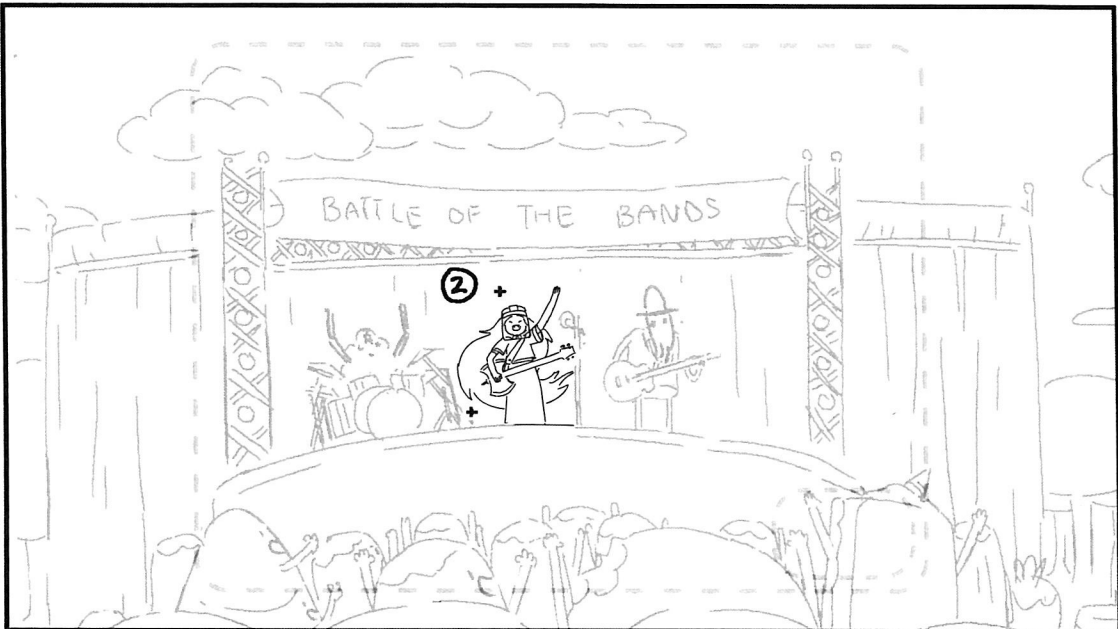
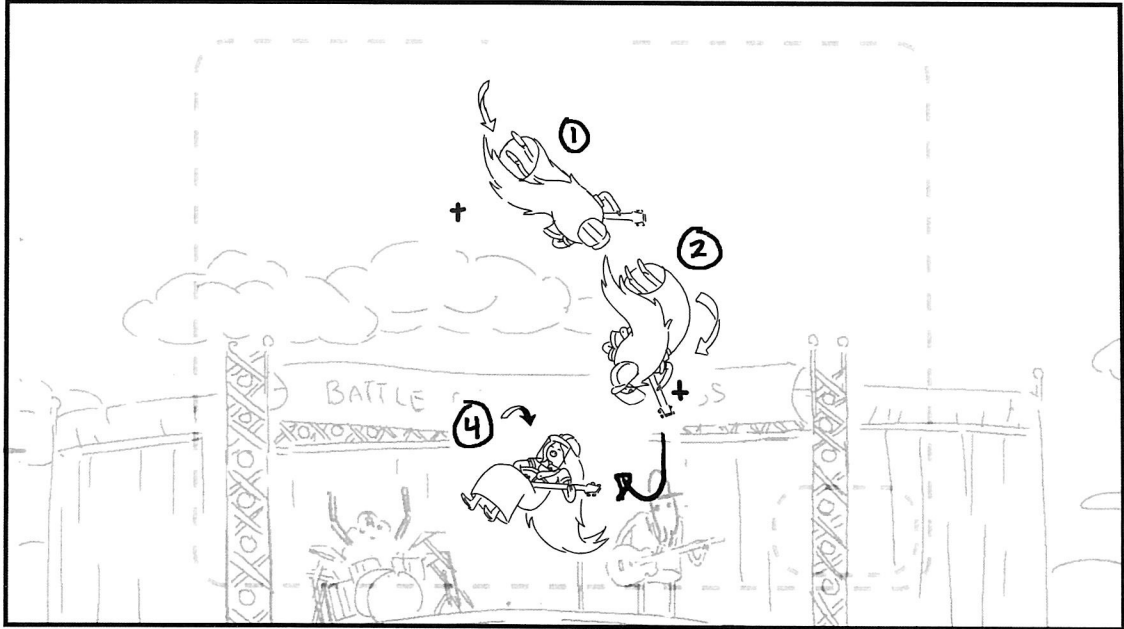
day night

Sc. 157

Pnl. C

Bg.

day night



Dialog:

(M) ♪ ...EEE ME ... ♪

Action:

- M. SWIMS DOWN TOWARDS STAGE. +

< SONG ENDS >

Timing:



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Production:

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ADVENTURE TIME



Sc. **157 cont**

Pnl.



Bg.

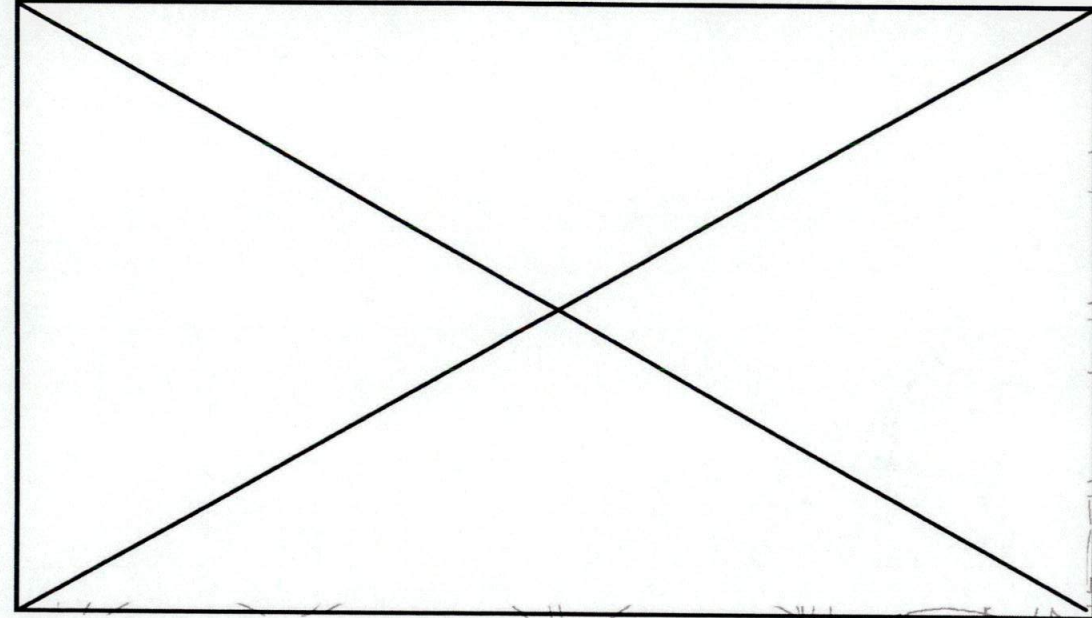
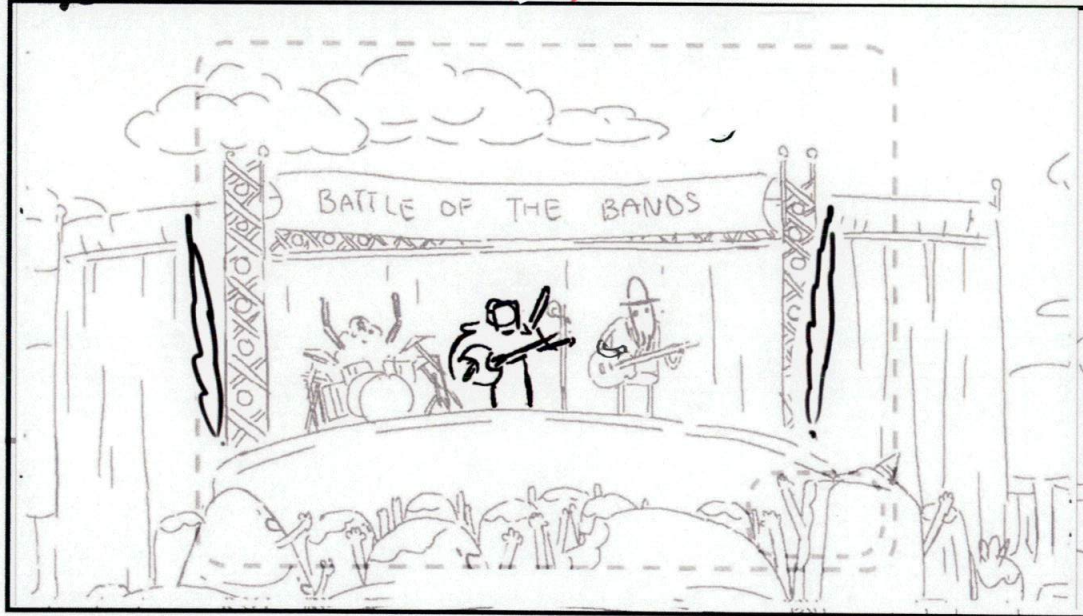
day night

Sc.

Pnl.

Bg.

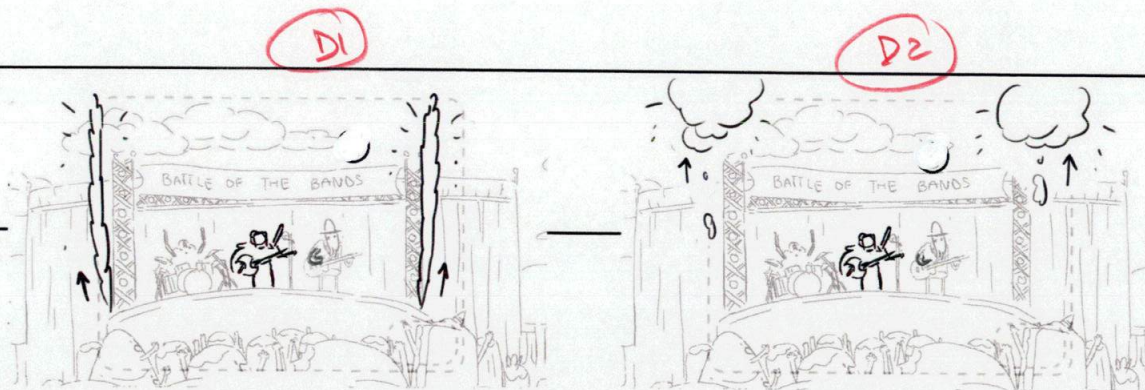
Page **189A**
190 NEXT
day night



Dialog:

Action:

Timing:



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Production:

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ADVENTURE TIME

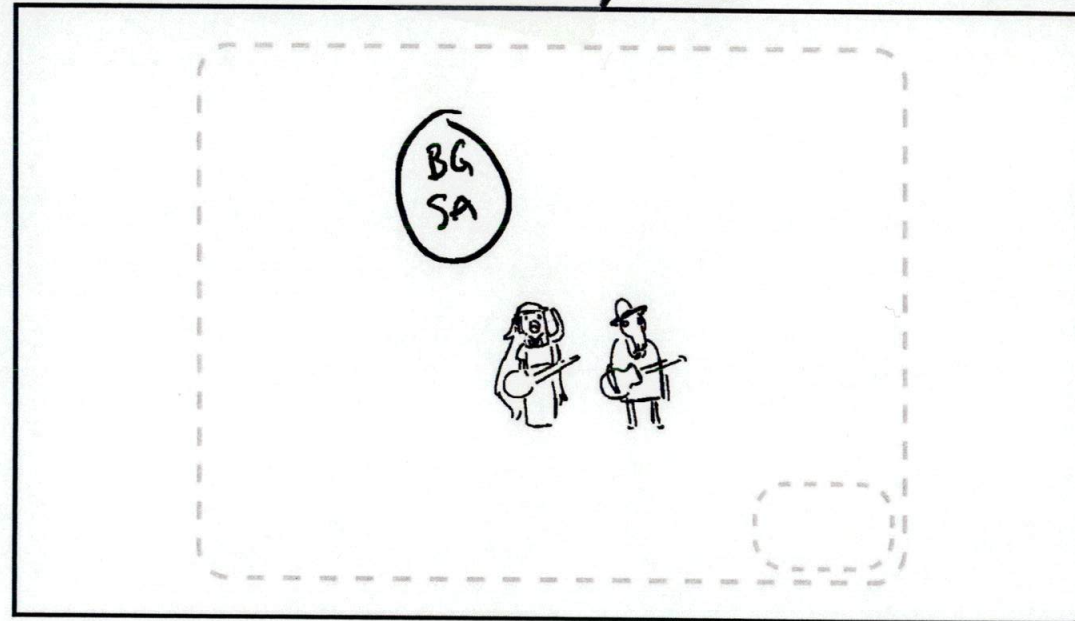
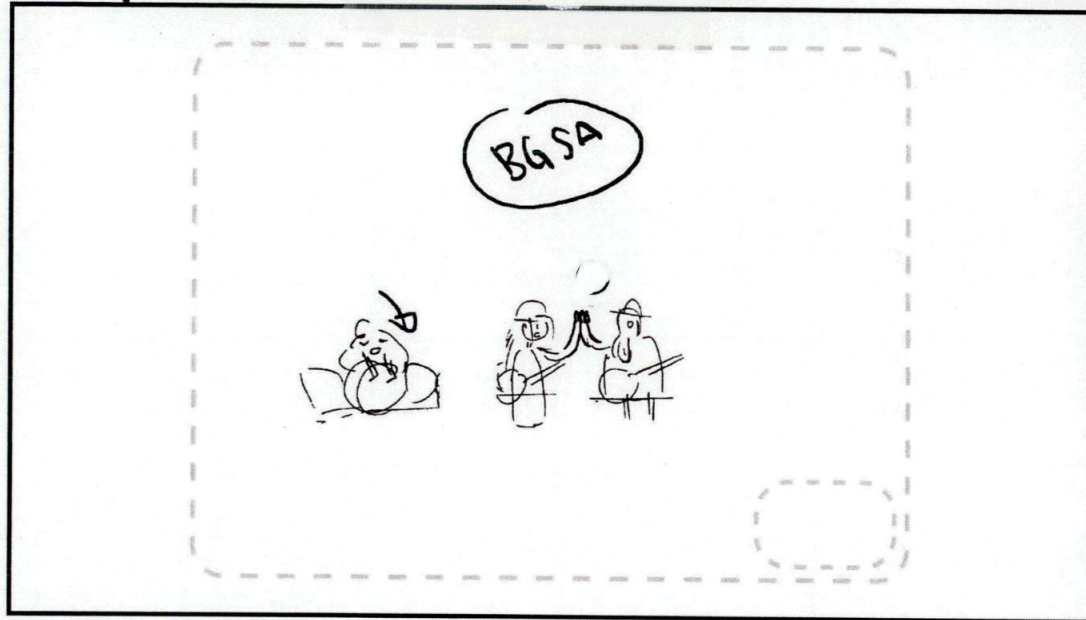


Sc. 157 *CONT* Pnl. *E* Bg.

day night

Sc. 157 *CONT* Pnl. *F* Bg.

Page 190
day night



Dialog:

(M)

So what'd ya think, Finn? Did we slay?! Or did we SLAY!

Action:

They high five

(E1)



- LSP collapses on her drumset

- M. + D. LOOK TOWARD CHAIR

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Timing:



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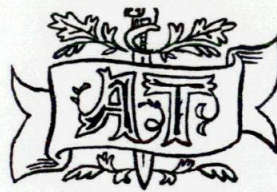
Production:

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ADVENTURE TIME



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Sc. 158

Pnl. A

Bg.

day night

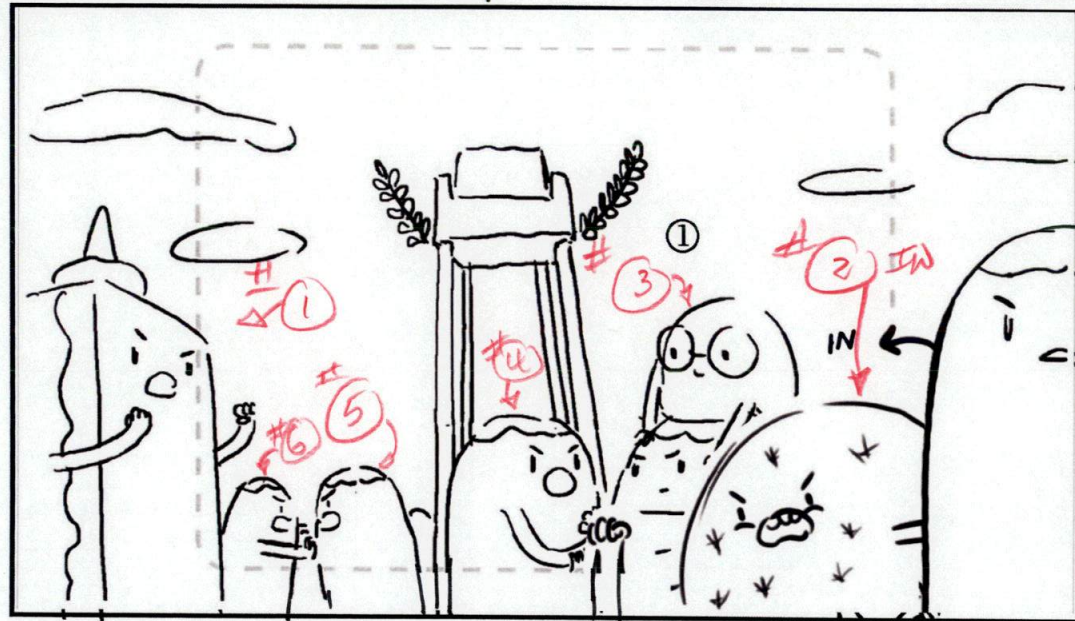


Sc. 159

Pnl. A

Bg.

day night



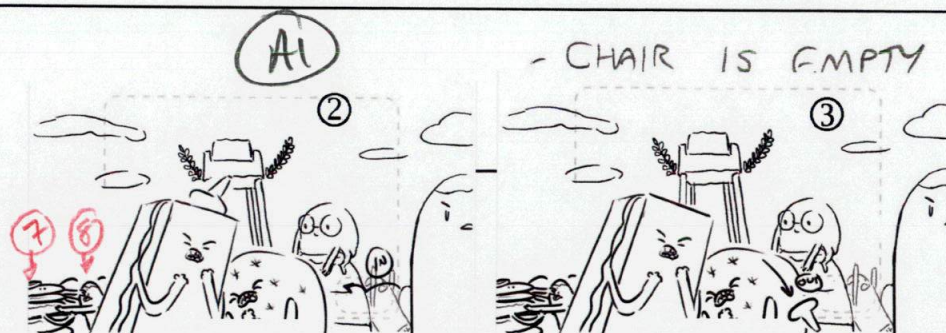
Dialog:

MARC "or did we slay?"

Crowd [fighting walla]

Action:

Timing:



- CHAIR IS EMPTY

A2

DEC 10 2015

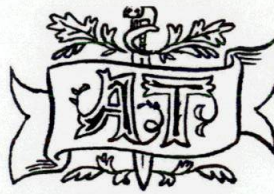
EPISODE # 1034-239

Production:

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ADVENTURE TIME



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Sc. 160

Pnl. A

Bg.

day night

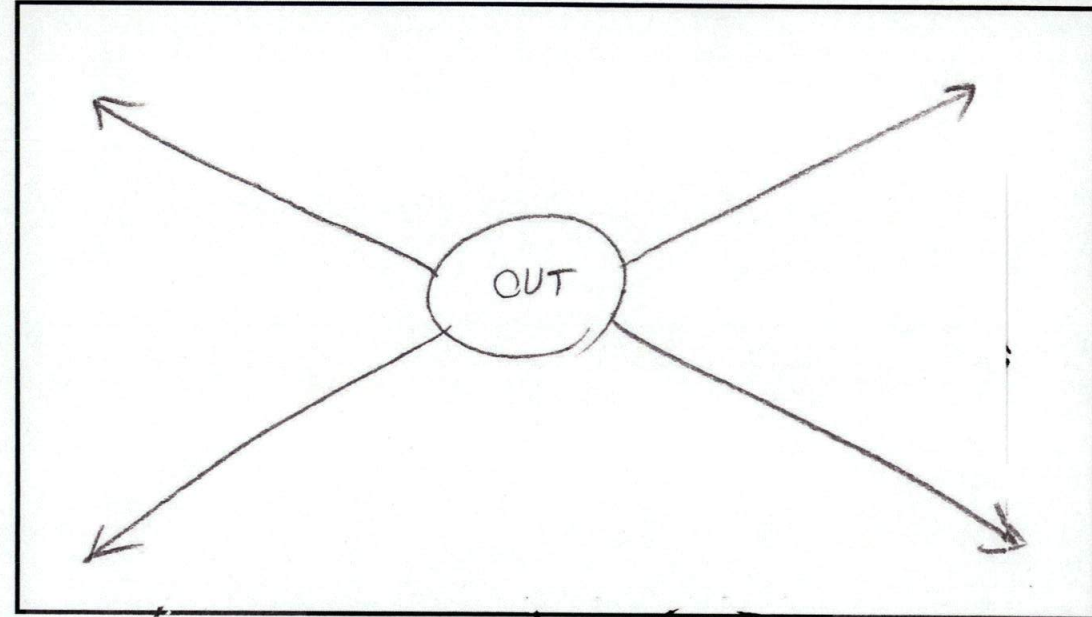


Sc.

Pnl.

Bg.

day night



Dialog:

(M) Aw What!? Weak!

Action:



Timing:

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EPISODE #

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Production:

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ADVENTURE TIME

NO
SC
161



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Sc. 160 CONT Pnl. 6

Bg.

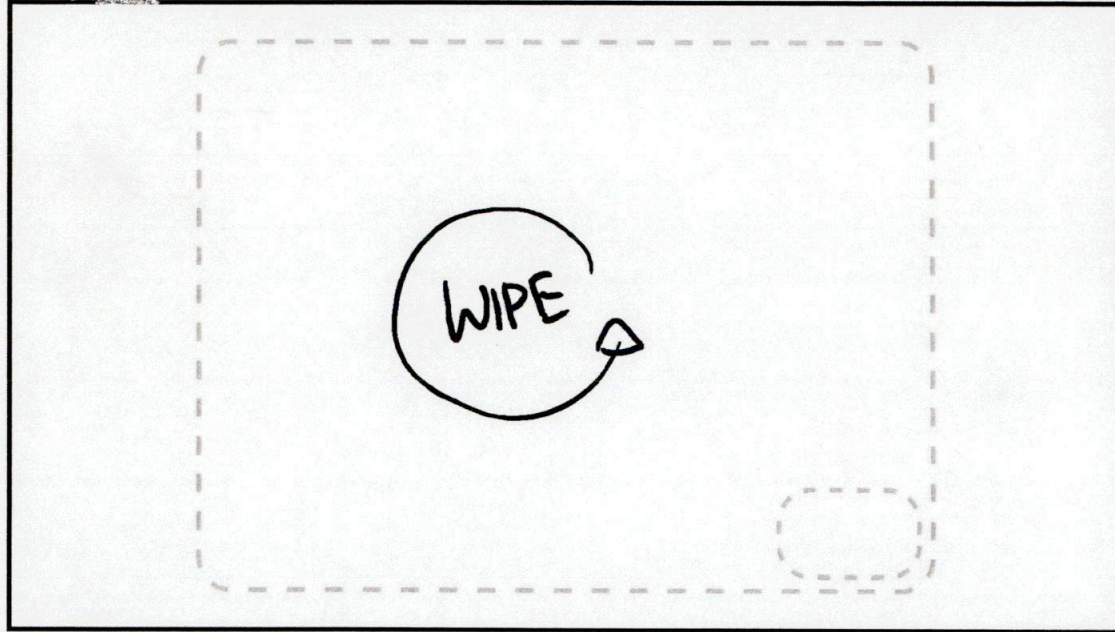
day night

Sc. 162

Pnl. A

Bg.

day night



Dialog:

SFX: * BEAUTIFUL MUSIC

Action:

- F, J, LADY STILL WALKING IN FOREST.

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Timing:

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ADVENTURE TIME



NO
SC/64

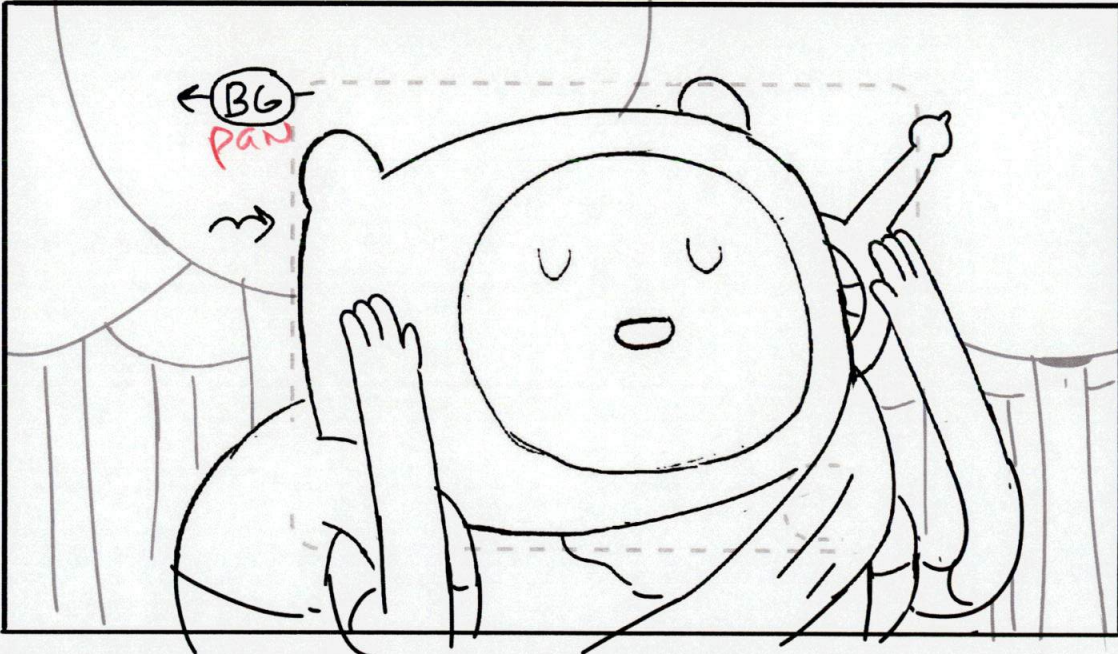
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Sc. 163

Pnl. A

Bg.

day night

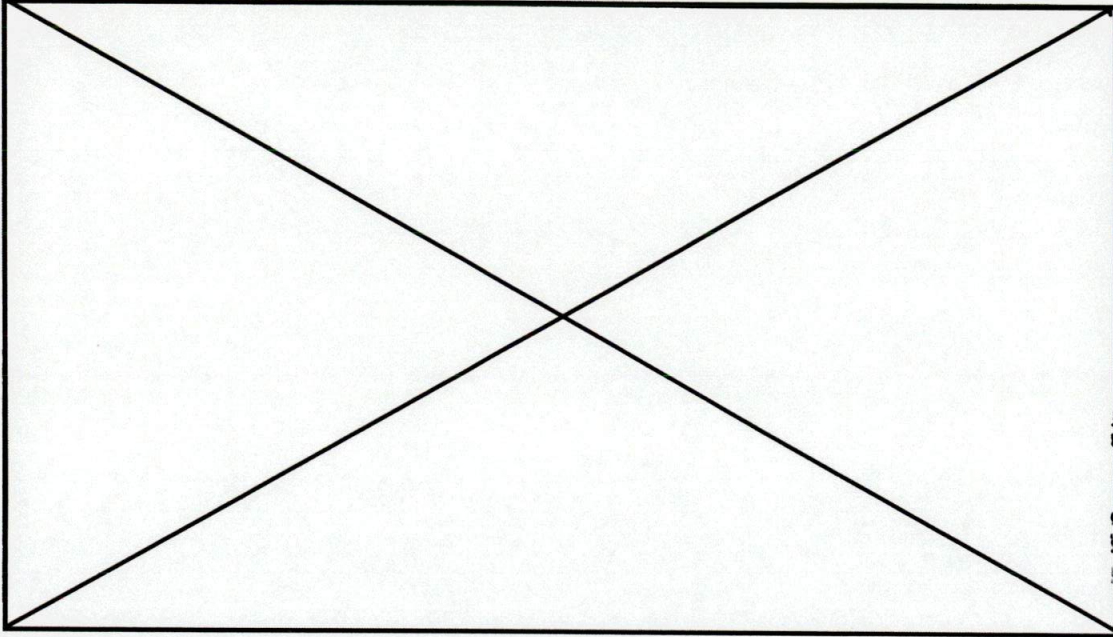


Sc.

Pnl.

Bg.

day night



Dialog:

F: ya Hear that, guys? It's getting louder.

SFX: * LOUDER BEAUTIFUL MUSIC *

Action:

Timing:

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Production:

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ADVENTURE TIME



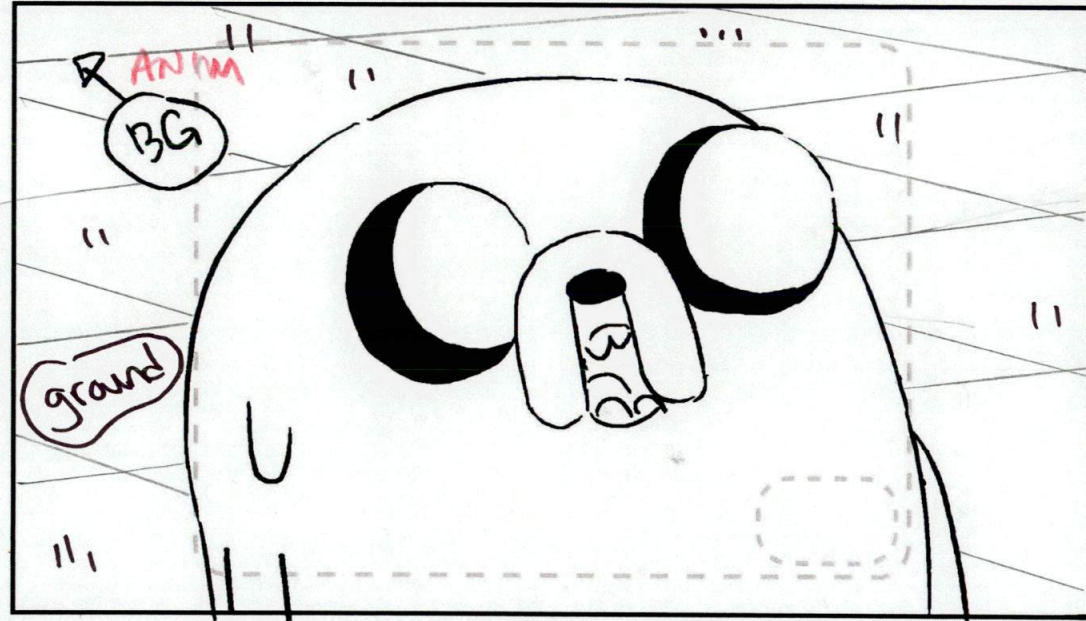
Page 195

Sc. 165

Pnl. A

Bg.

day night

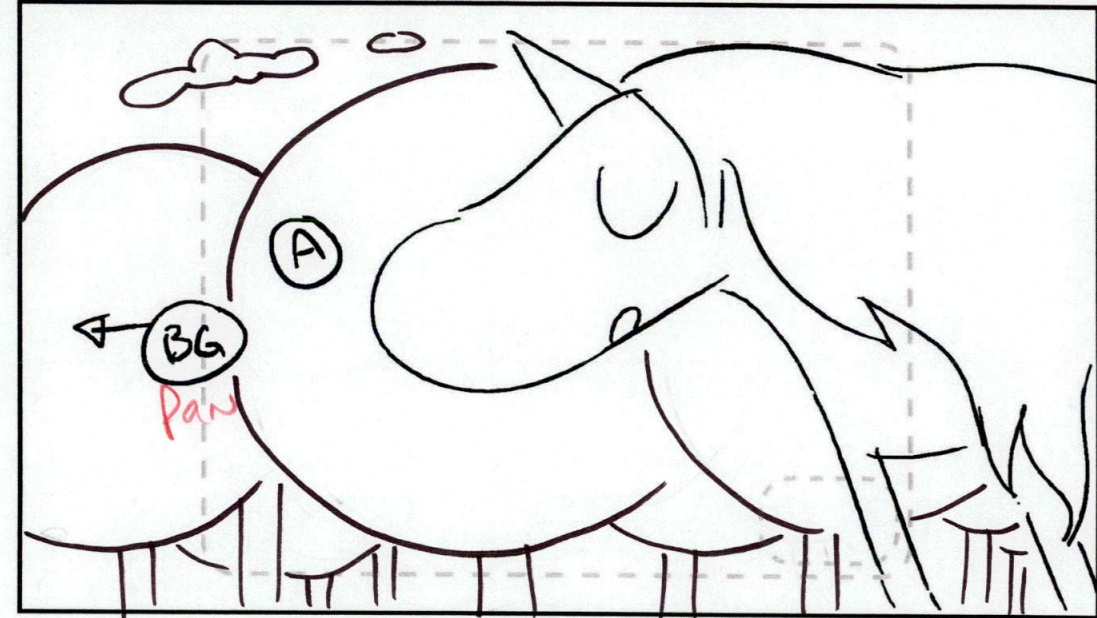


Sc. 166

Pnl. A

Bg.

day night



Dialog:

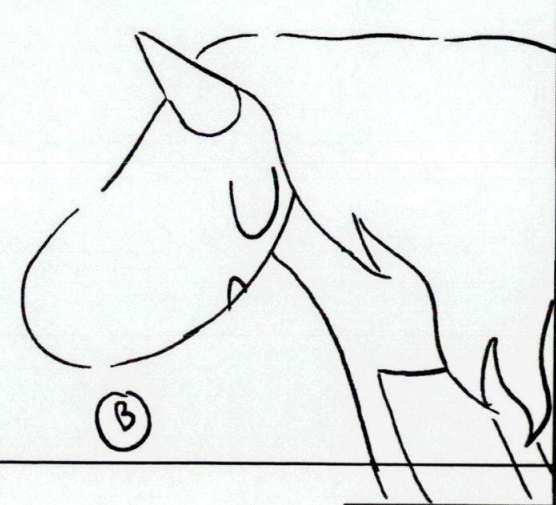
① LADY HOW'RE WE DOIN' ON TIME.
CAN WE MAKE IT BACK IN TIME
TO JUDGE THE BANDS?

Action:

Timing:

② Obviously no .

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EPISODE #

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Production:

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ADVENTURE TIME



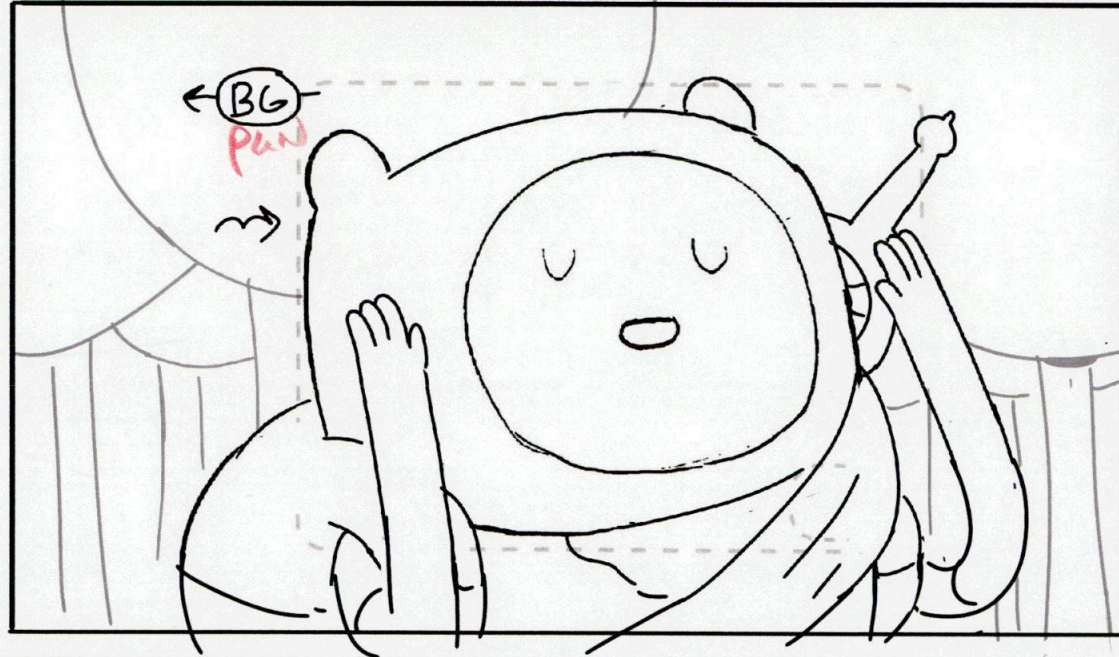
Page 196

Sc. 167

Pnl. A

Bg.

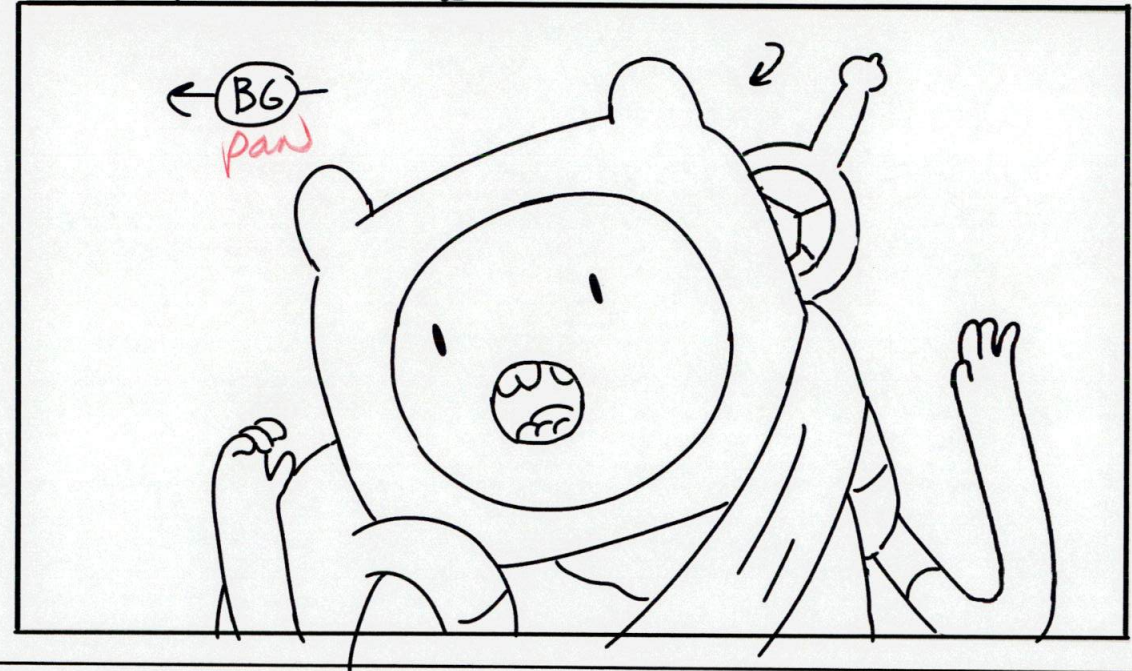
day night



Sc. 167 cont Pnl. B

Bg.

day night



Dialog:

(F) Look, I bet if we just walk a little far--

Action:

(SP)

-f. LOOKS BACK AT JAKE

Timing:

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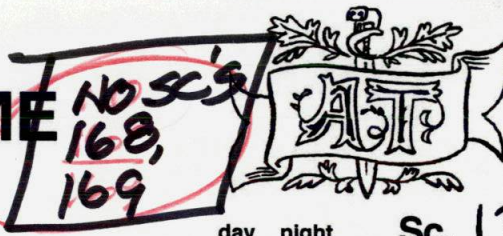
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Production:

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ADVENTURE TIME



Page 197
NO PG-198
day night

Sc. 167 CONT Pnl. C

Bg. day night

Sc. 170

Pnl. A

Bg.



Dialog:	(F) [gasps]	[song cont.]
SFX:	[Minor loop continues]	
Action:		
Timing:		



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ADVENTURE TIME



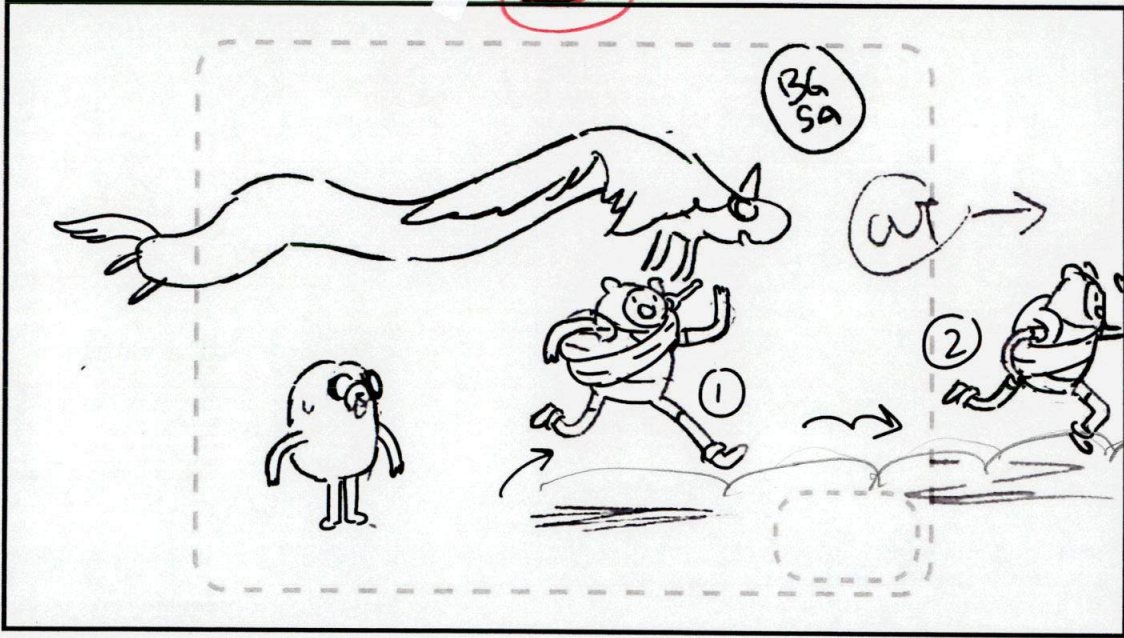
no scenes 171-173

NO. PG. 199

Page 199

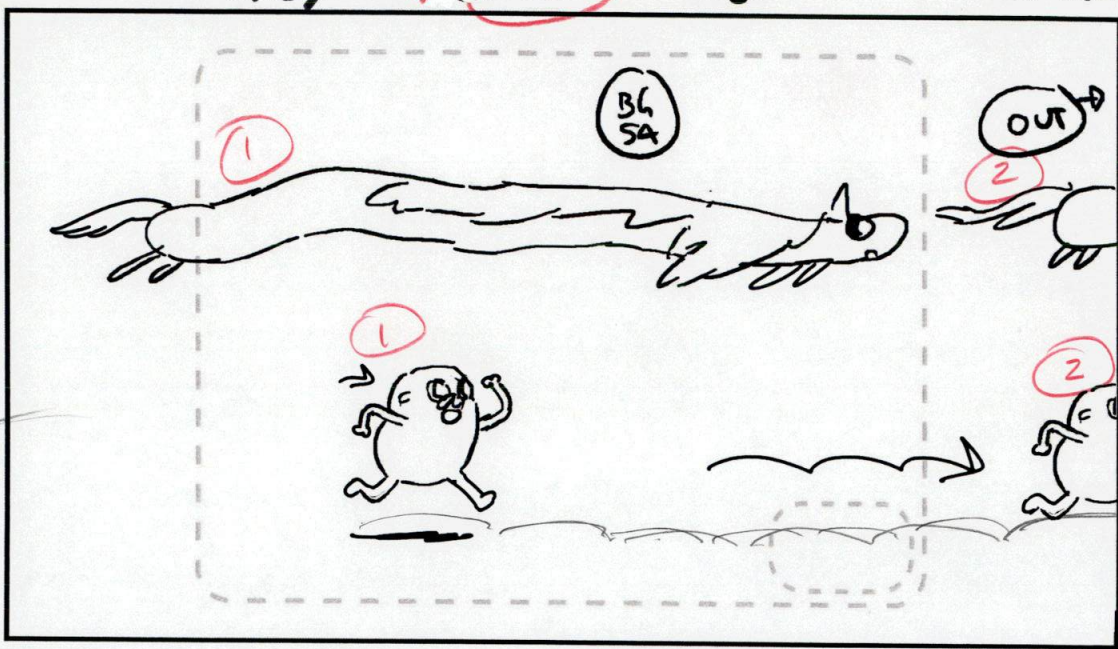
Sc. 170 *cont* Pnl. ~~B~~ Bg.

day night



Sc. 170 *cont* Pnl. ~~C~~ Bg.

day night



Dialog:

(F) It's so close!

Action:

- F. RUNS OFF/S.

Timing:

- LADY + J FOLLOW FINN.

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Production:

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ADVENTURE TIME



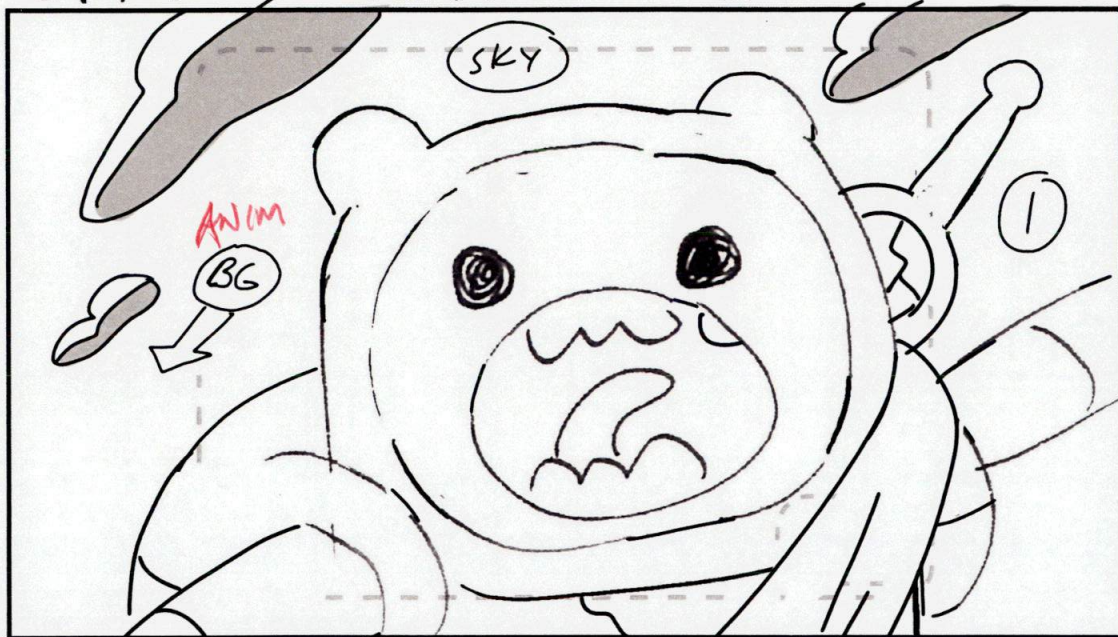
Page 200

Sc. 174

Pnl. A

Bg.

day night

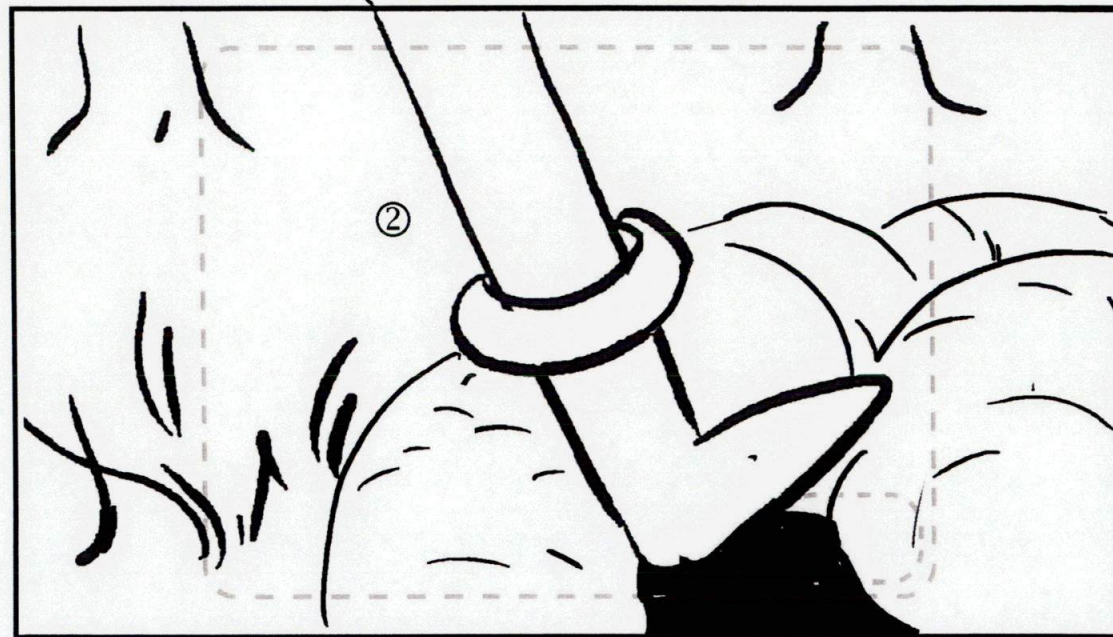


Sc. 175

Pnl. A

Bg.

day night



Dialog:

(F)

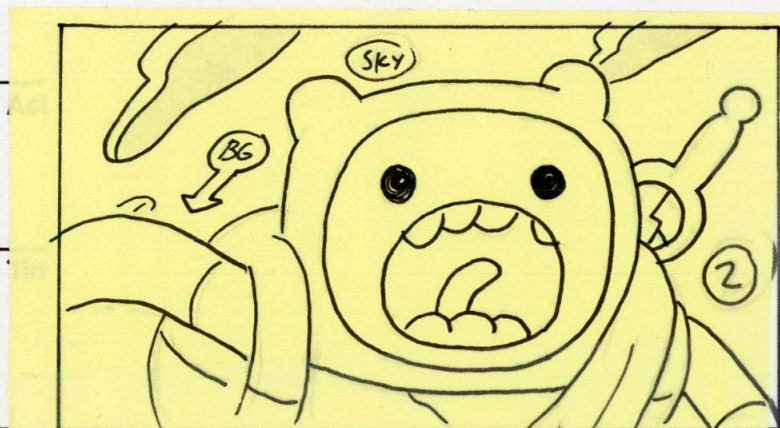
IT'S HERE! IT'S HERE!

SFX: * BEAUTIFUL MUSIC *

Dialog:

(F)

IT'S --

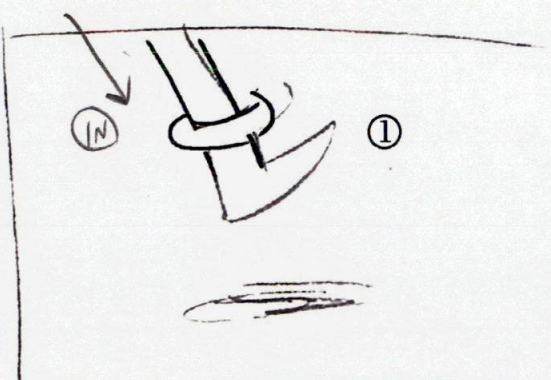


-F. RUN CYCLE

(1) + (2)

S.P.

(A1)



-F. STEPS ON/S.

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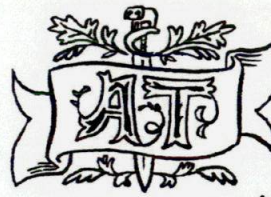
EPISODE # 1034-239

Production:

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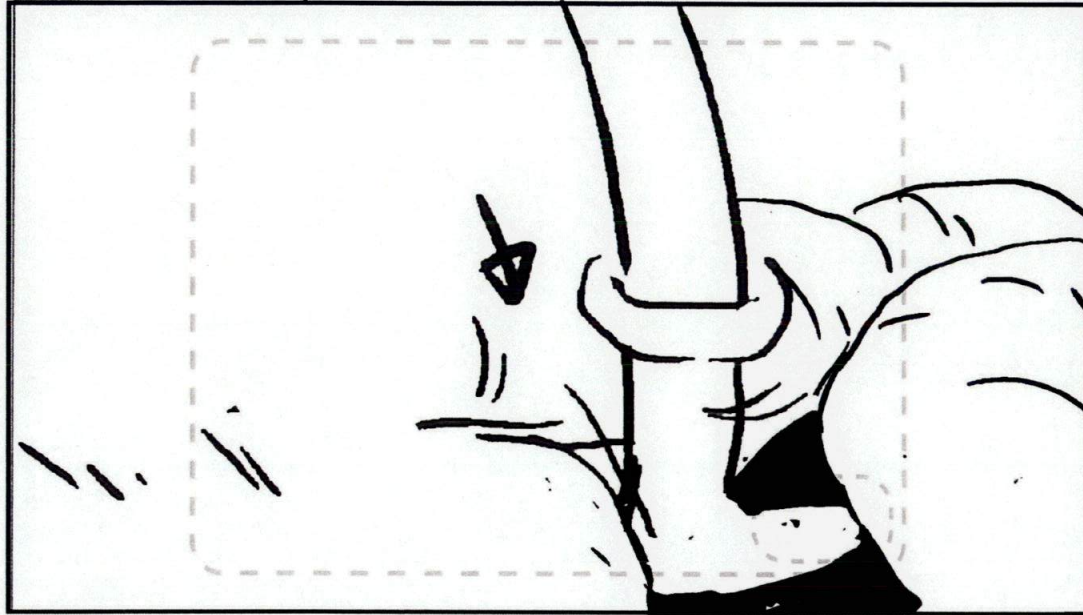
ADVENTURE TIME



Sc. 175 *CONT* Pnl. B

Bg.

day night

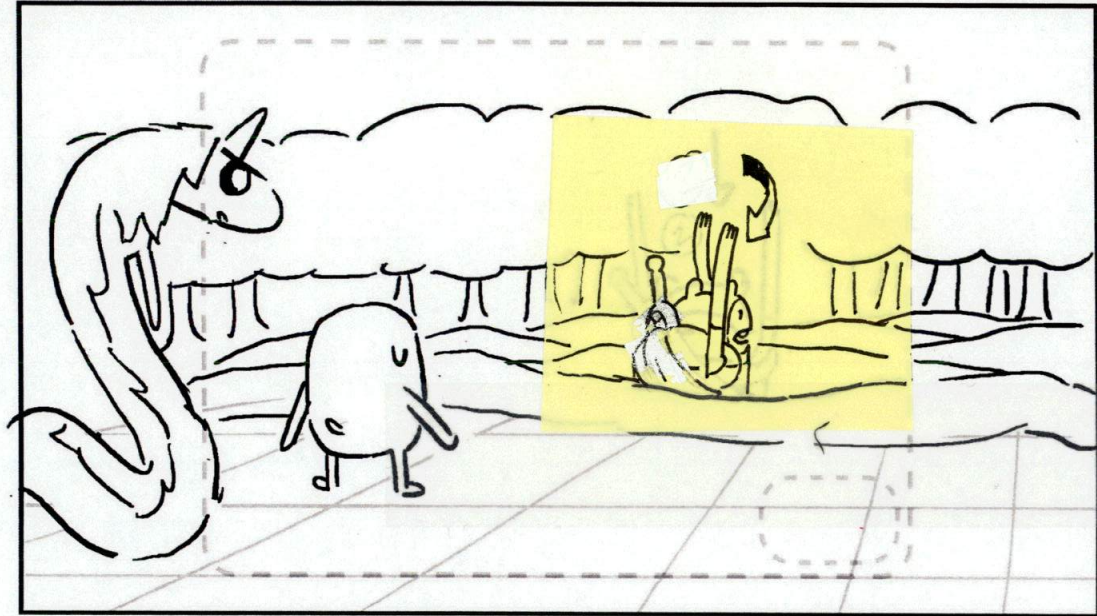


Sc. 176

Pnl. A

Bg.

day night



Dialog:

Ⓔ WOOP!

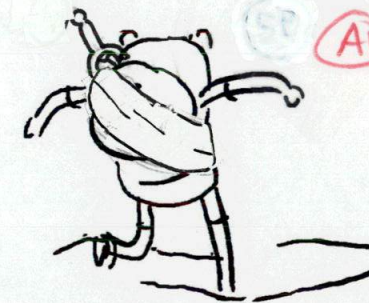
SFX: * BEAUTIFUL MUSIC. +

SONG
STOPS/FADES

Action:

-F. STEPS INTO HOLE

-F. FALLS.



Timing:

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Production:

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1034/239

ADVENTURE TIME

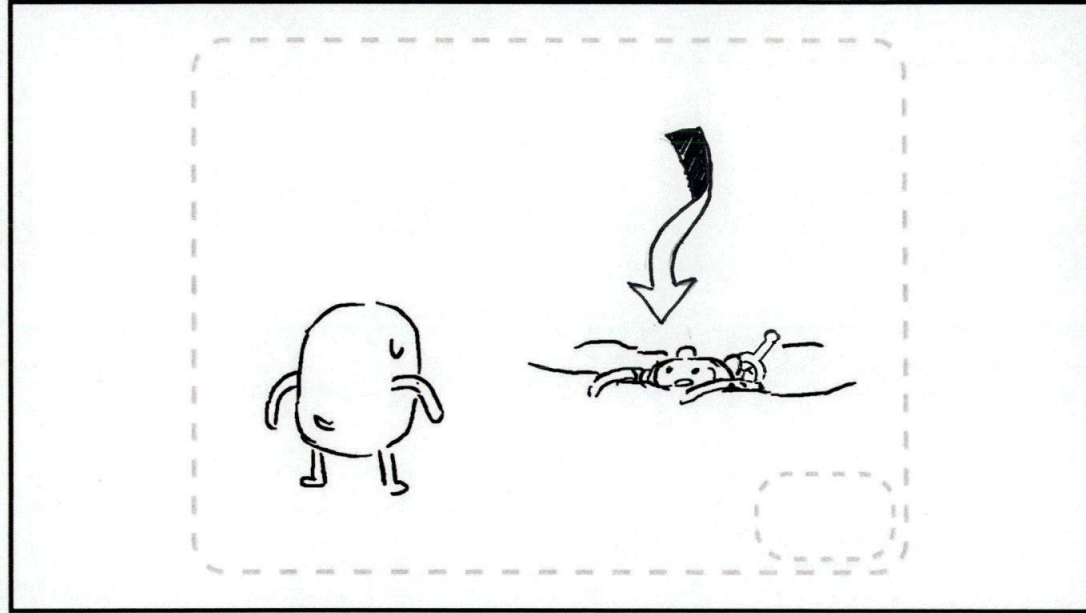


Page 202

Sc. 176 *CONT* Pnl. B

Bg.

day night

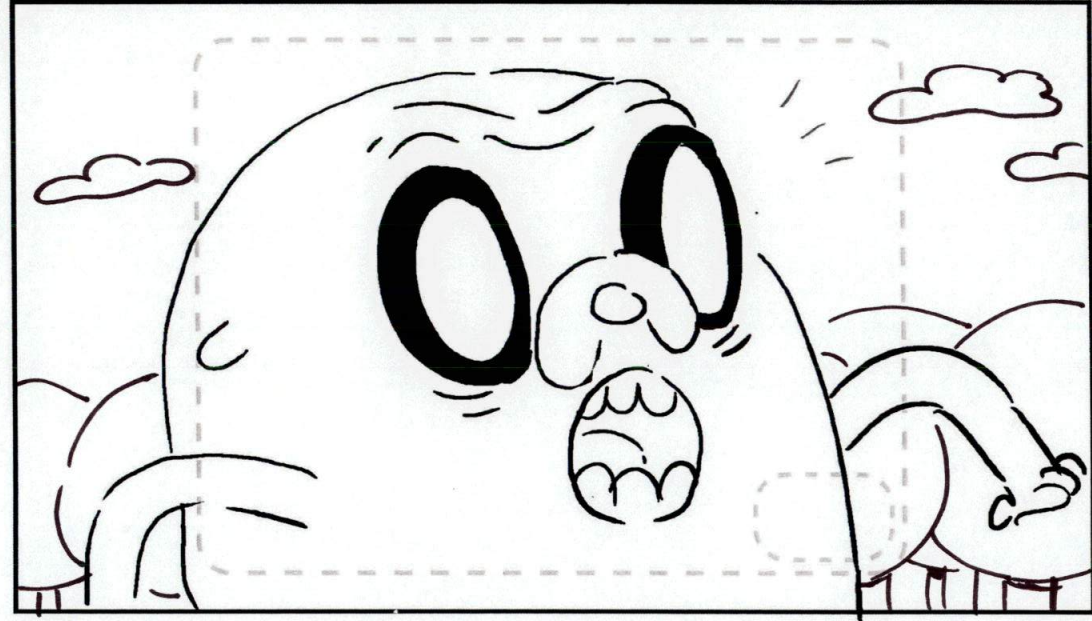


Sc. 177

Pnl. A

Bg.

day night



Dialog:

SFX: * CHFF *

Action:

- F. GRABS EDGE.

Timing:

①

Finn!



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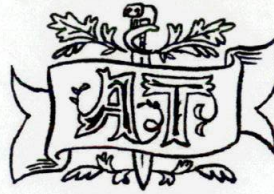
1034-239

1034/239

Production:

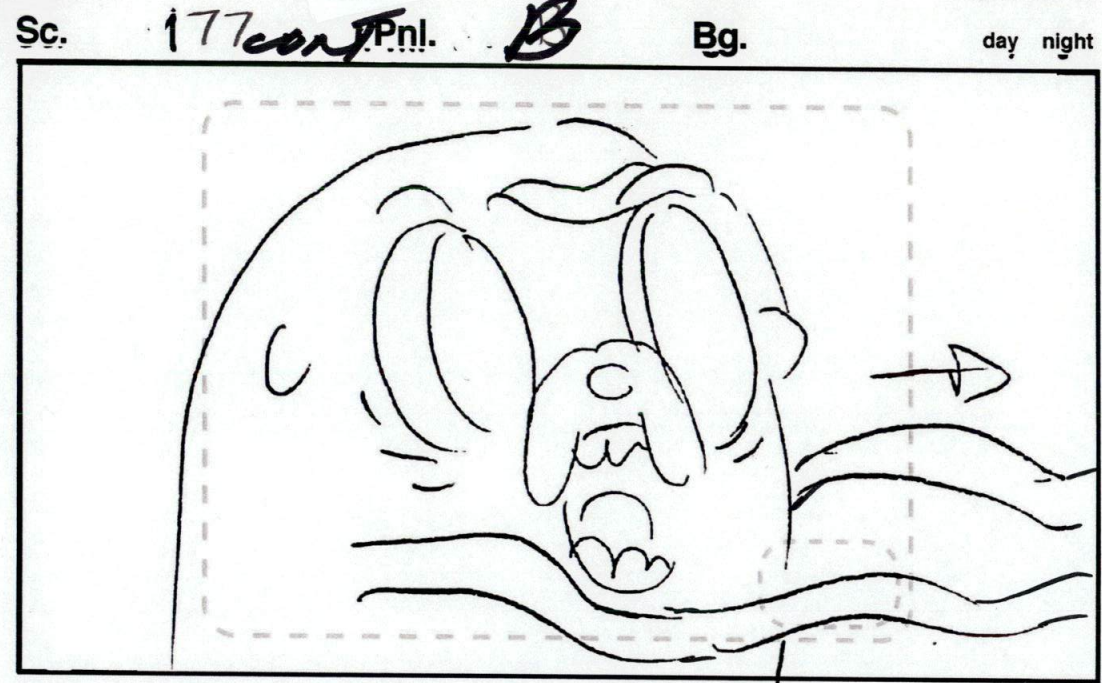
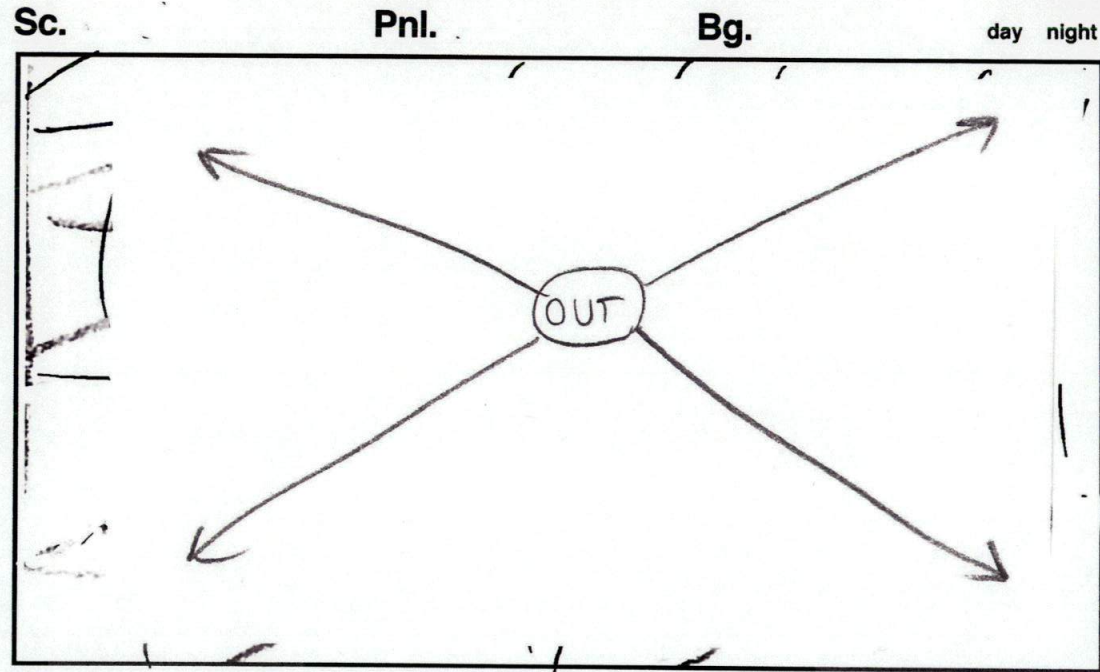
1034/239

ADVENTURE TIME



NO SC'S
178-179

Page 203



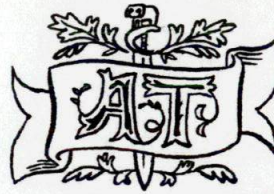
Dialog:	
Action:	- J. STRETCHES ARMS OFF/S
Timing:	DEC 10 2015

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Production:

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ADVENTURE TIME



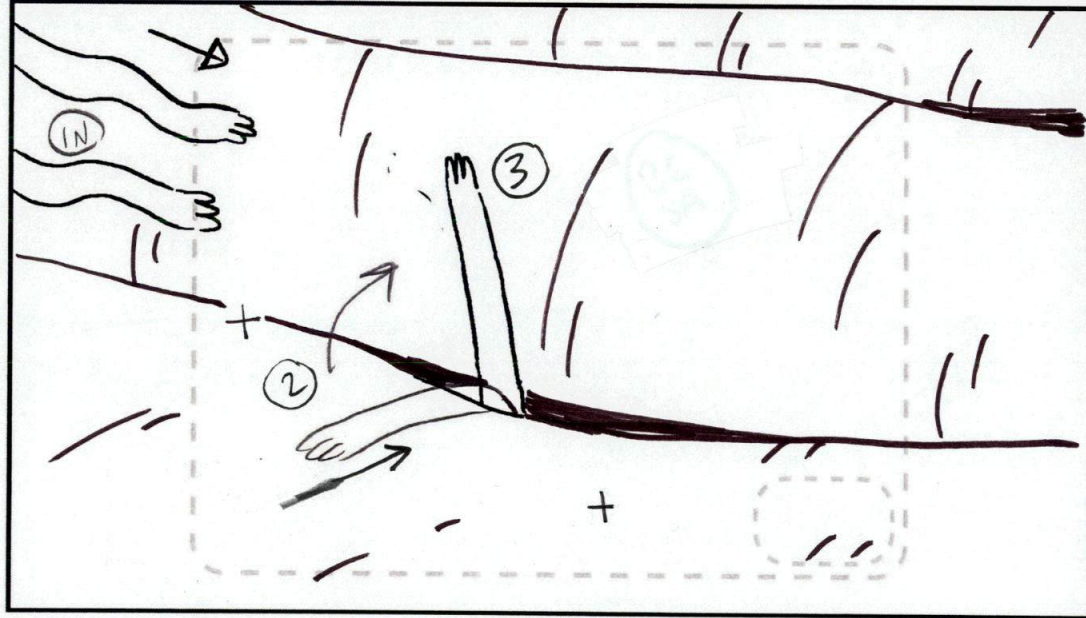
Page 204

Sc. 180

Pnl. A

Bg.

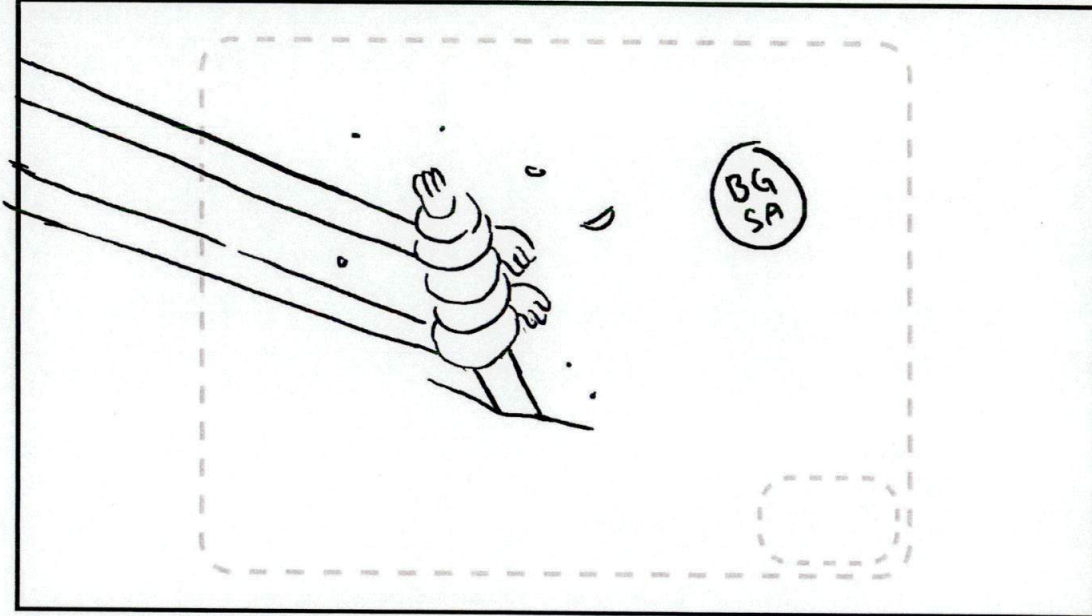
day night



Sc. 180 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: * BEAUTIFUL MUSIC *

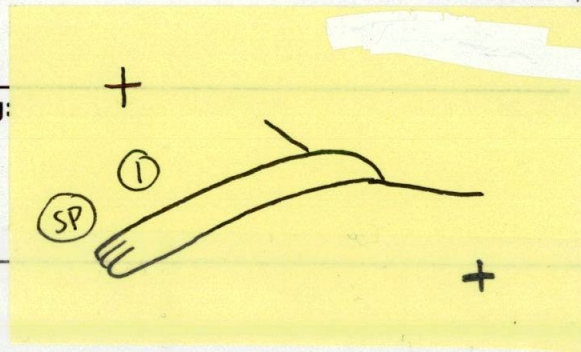
- F's arm slips

Action:

- J WRAPS/ STRETCHES ARMS AROUND FINN'S ARMS.

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Timing:



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Production:

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ADVENTURE TIME



Page **205**

Sc. 181

Pnl. A

Bg.

day night

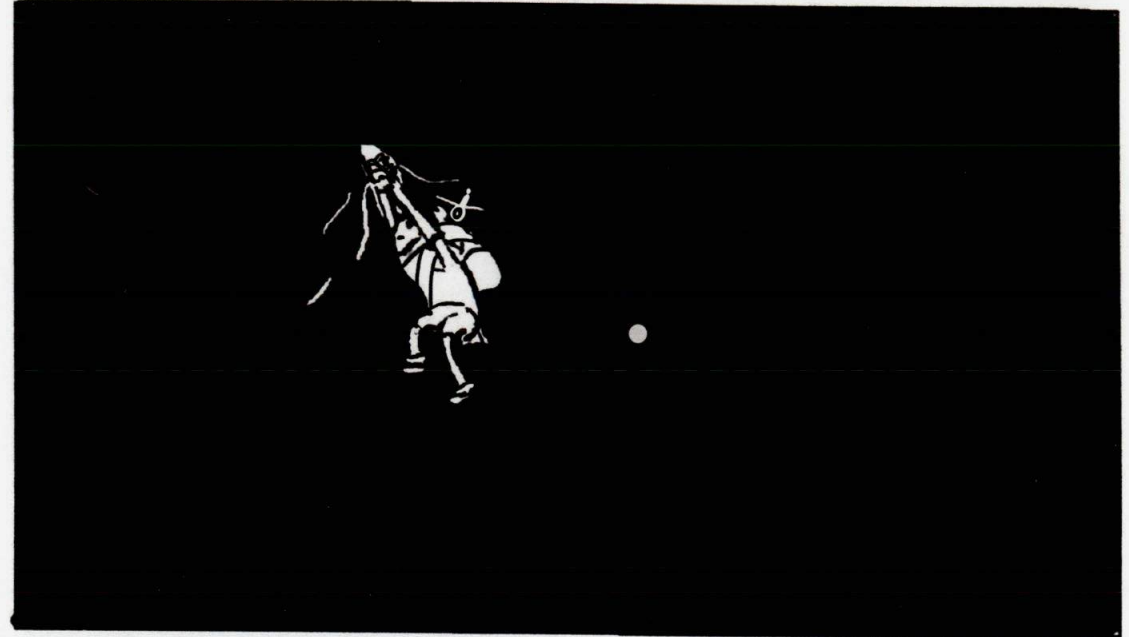


Sc. 181 *cont*

Pnl. B

Bg.

day night



Dialog:

F: oh my glob

(A1) 1P

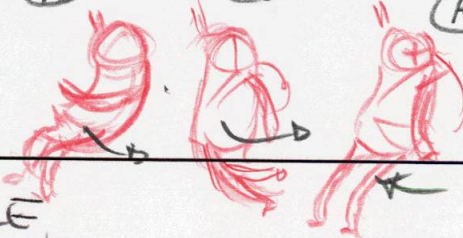
(A2)

(A3)

STL
TO (A)

Action:

- INT. OF HOLE



(2)



- F. PULLS HIMSELF
OFF/5
DEC 10 2015

Timing:

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Production:

1034/239

ADVENTURE TIME



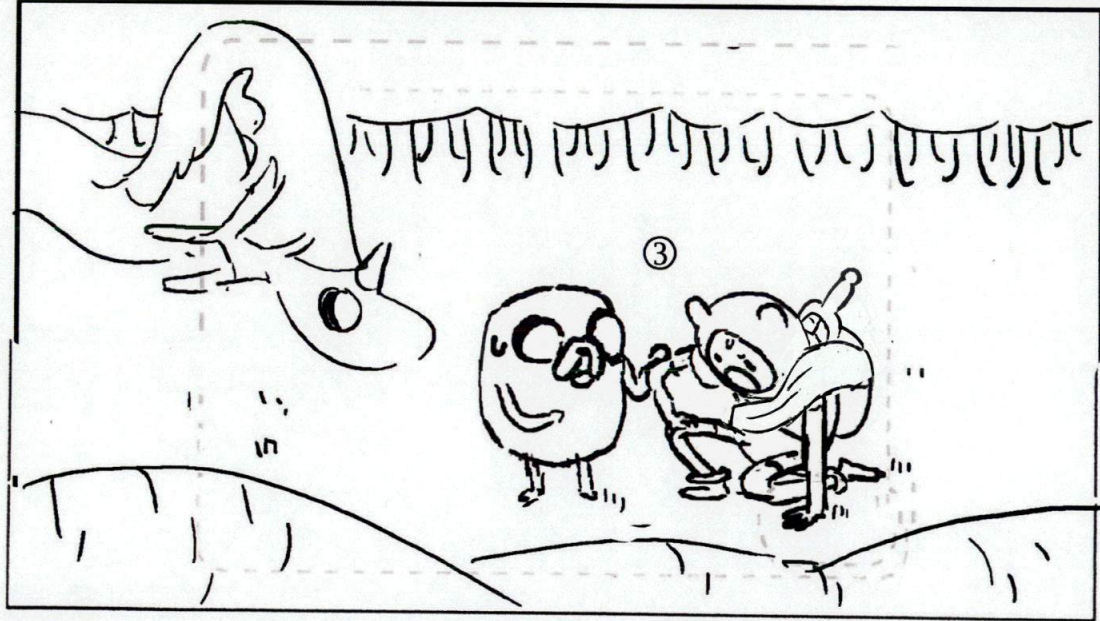
Page 206

Sc. 182

Pnl. A

Bg.

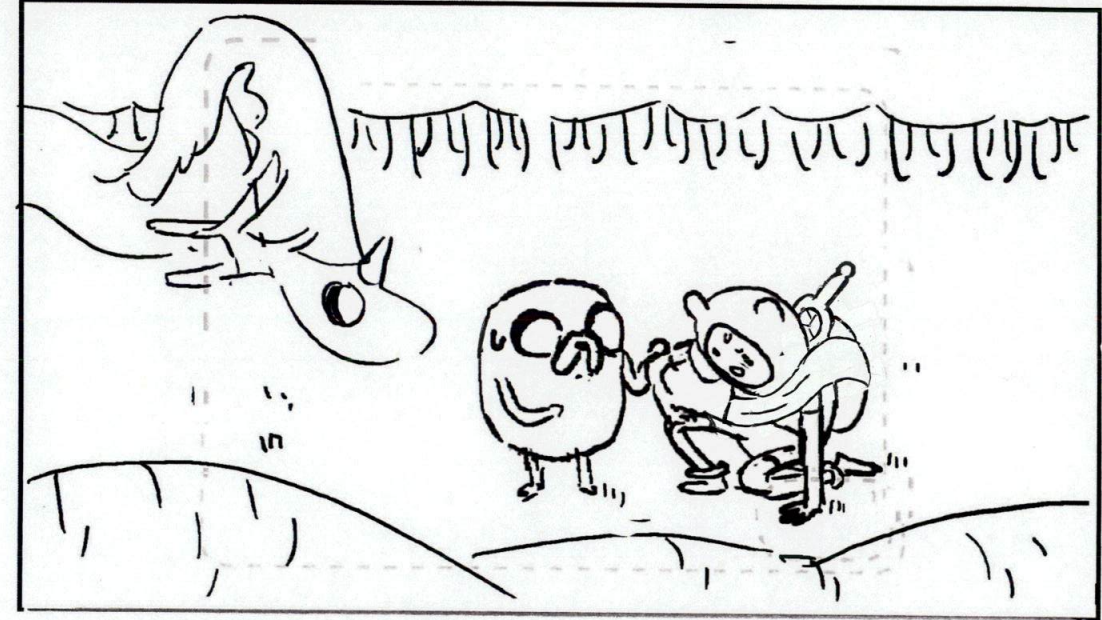
day night



Sc. 182 *can't* Pnl. B

Bg.

day night

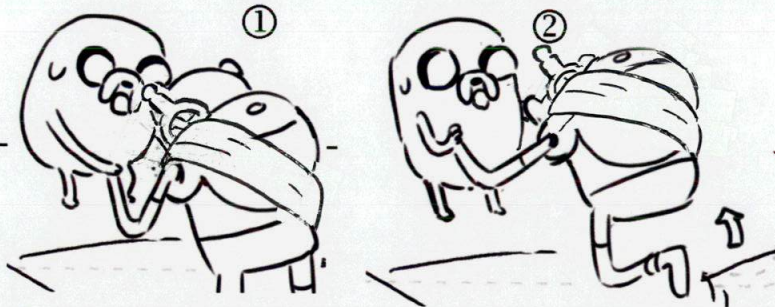


Dialog:

(J) Finn you ok?

(F) YEAH, I CAN'T BELIEVE
I ALMOST FELL INTO THIS-

Action:



Timing:

DEC 10 2015

Production:

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ADVENTURE TIME



NO
SC
183

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Sc. 182 CONT Pnl. C

Bg.

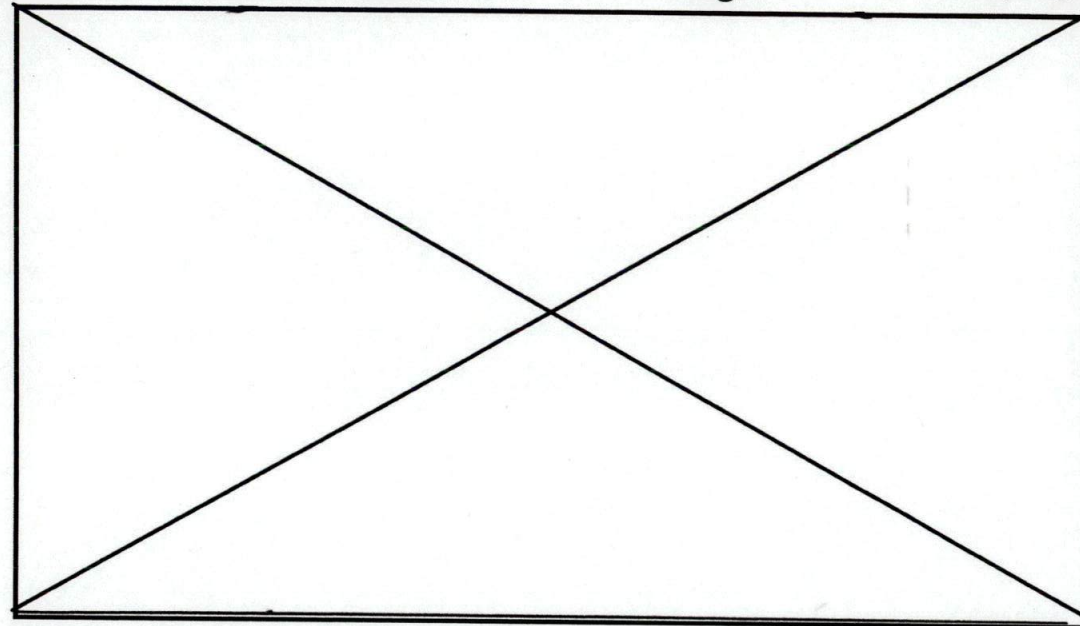
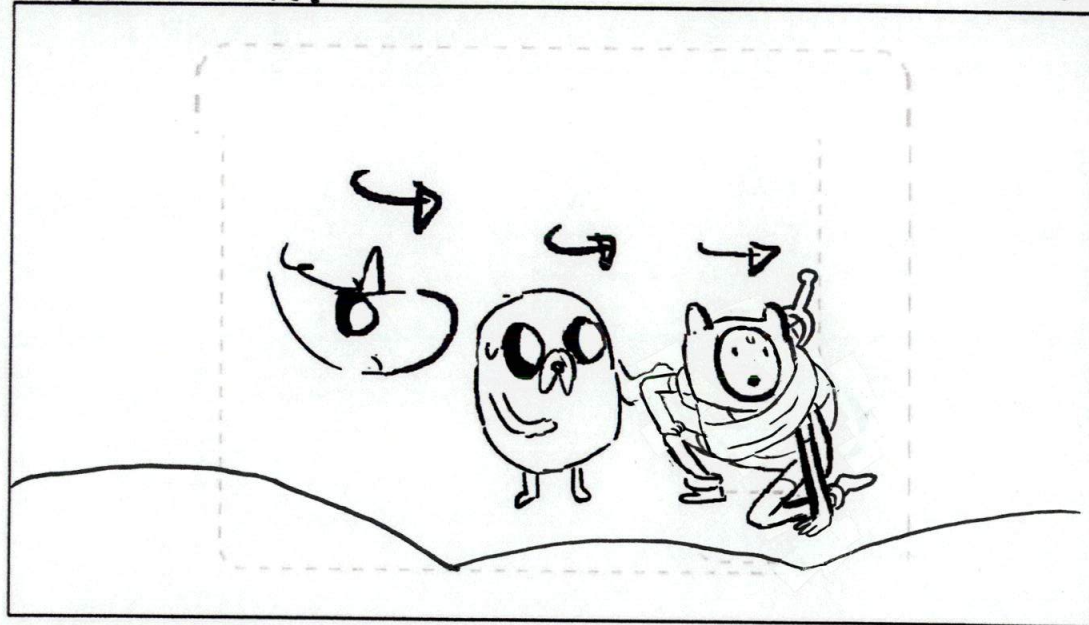
day night

Sc.

Pnl.

Bg.

day night



(F) hole??

Action:

- F, J, LADY LOOK RIGHT.

Timing:

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ADVENTURE TIME

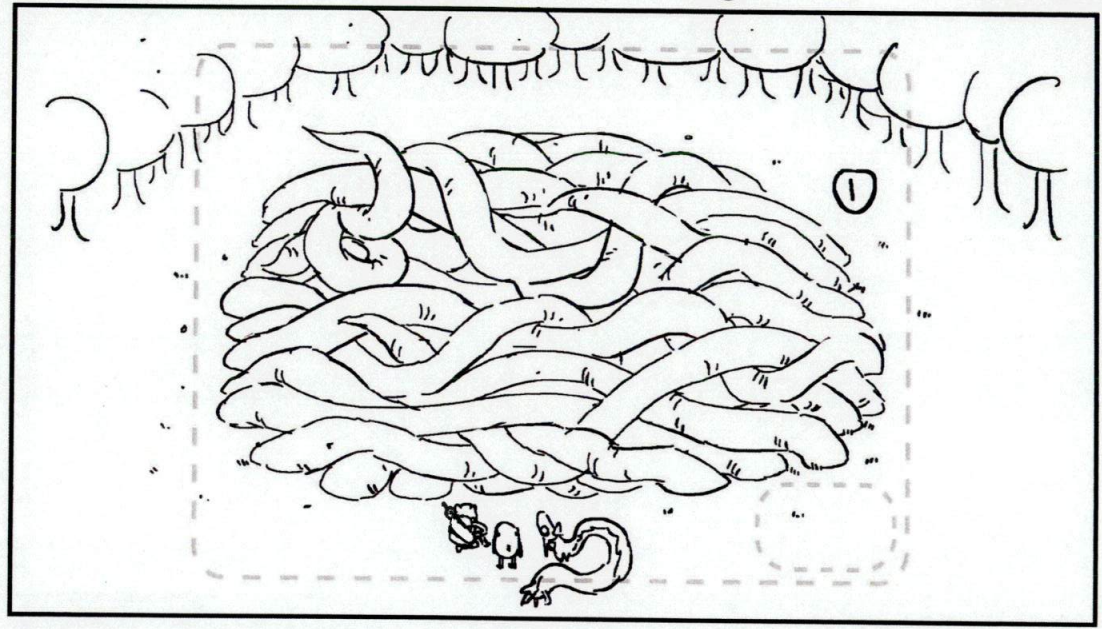


Sc. 184

Pnl. A

Bg.

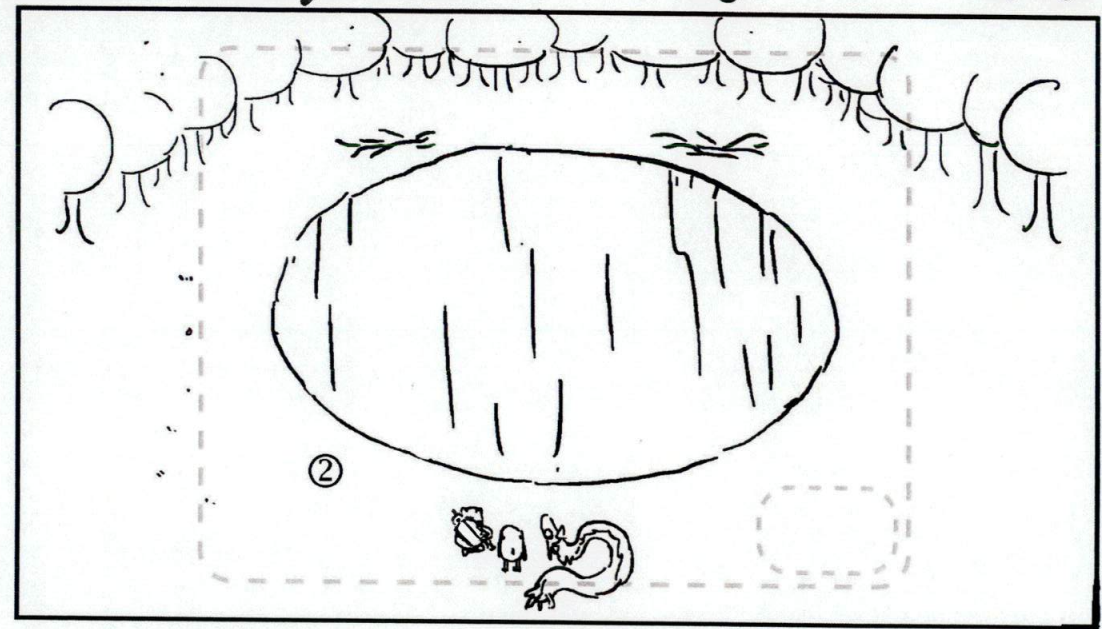
day night



Sc. 184 *cont* Pnl. B

Bg.

day night



Dialog:	SFX: * SKSHH-HHH *	
Action:	SFX: * MUSIC RESTARTS * _____	
Timing:	<div><p>(A1)</p></div>	<div><p>- VINES/ GROWTH UNCOVERS HOLE.</p><p>(B1)</p></div>

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Production:

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ADVENTURE TIME



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Sc. 185

Pnl. A

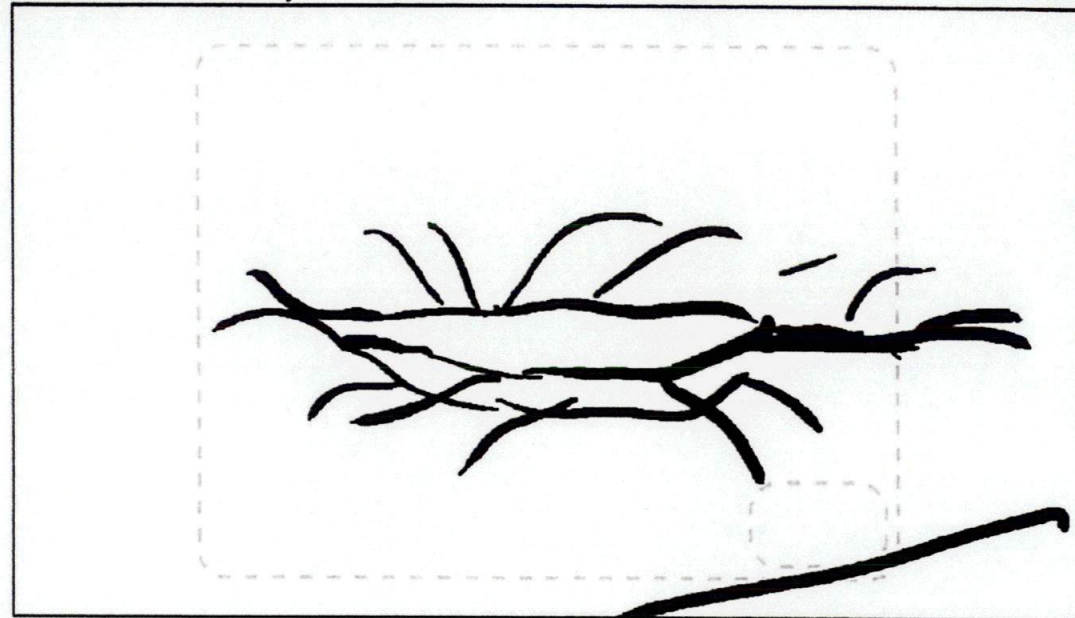
Bg.

day night

Sc. 185 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: * BEAUTIFUL MUSIC GETS LOUDER * _____

Action:

— the eye painstakingly opens, covered
in goop FROM SLEEP.

< Minor Loop gets
louder >

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Timing:

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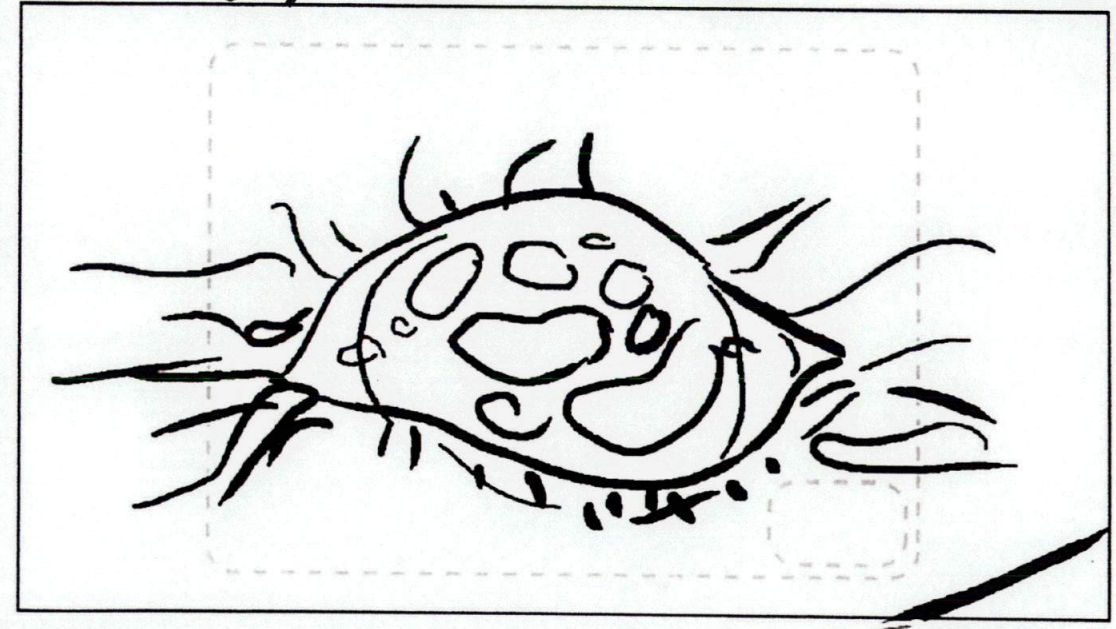
ADVENTURE TIME



Sc. 185 *cont* Pnl. C

Bg.

day night

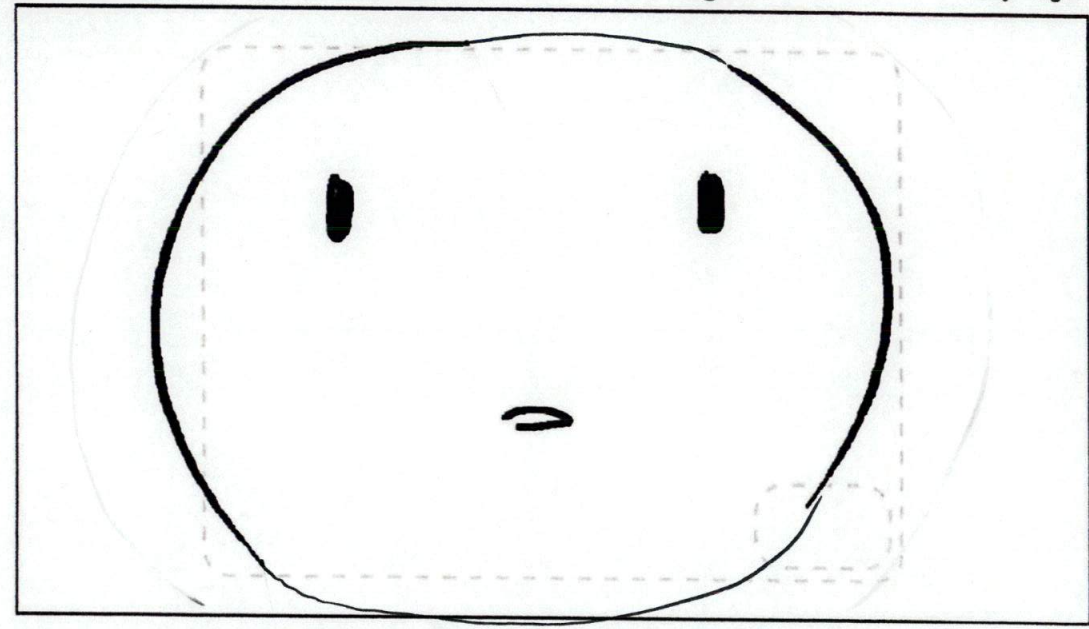


Sc. 186

Pnl. A

Bg.

day night



Dialog: <u>SFX</u> : * SQUIDGE *	
Action:	- EYE OPENS.
Timing:	DEC 10 2015

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Production:

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ADVENTURE TIME



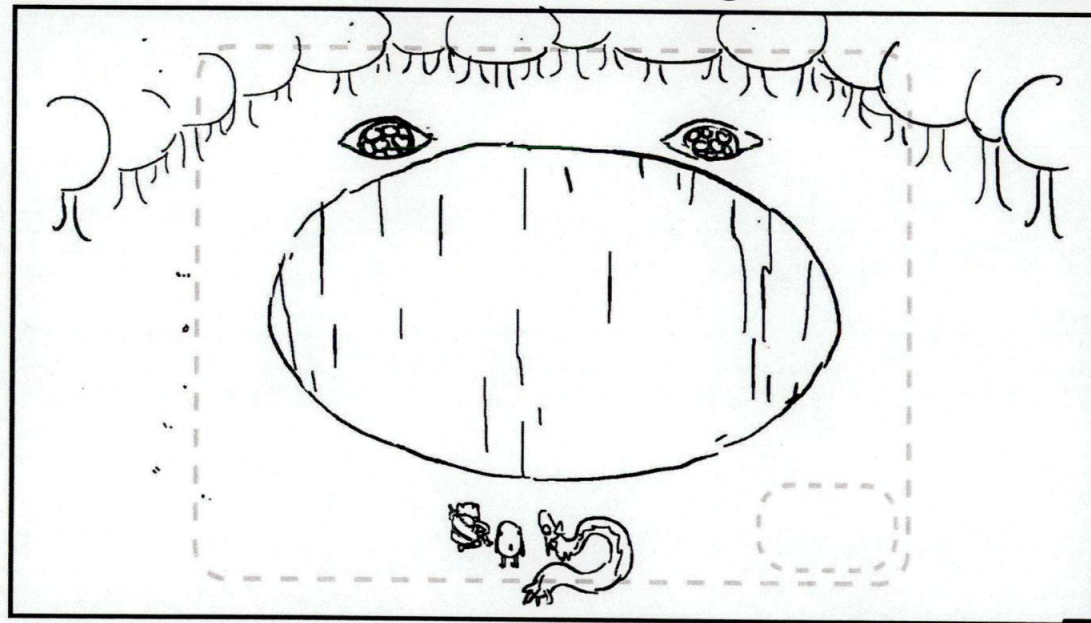
Page 211

Sc. 187

Pnl. A

Bg.

day night

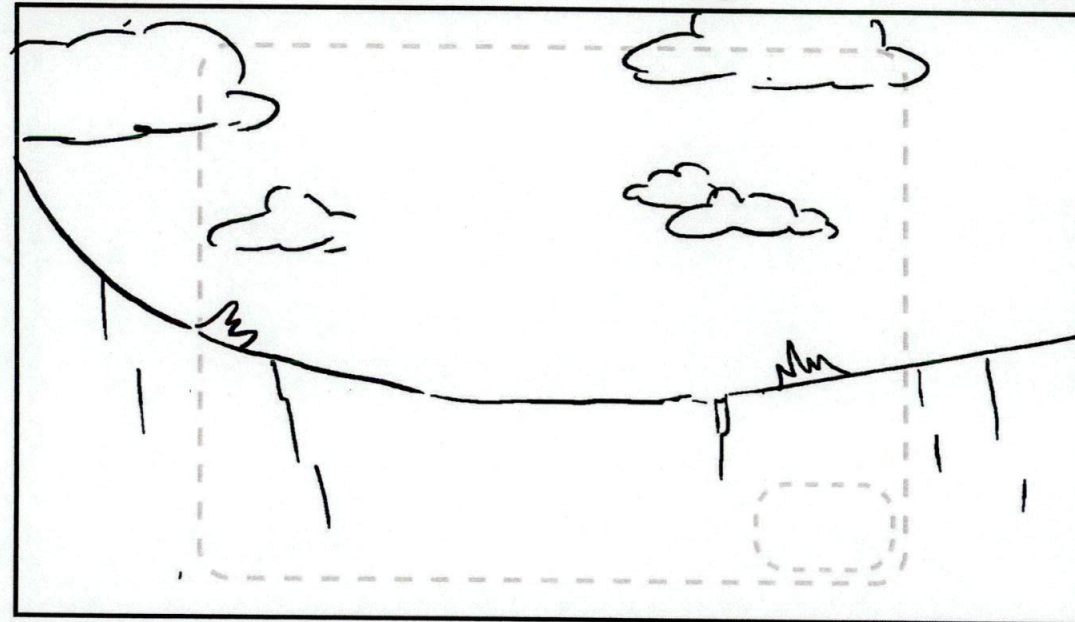


Sc. 188

Pnl. A

Bg.

day night



Dialog:

(F) ^(VA) Amazing... IT'S A FACE HOLE...

SFX: * SONG CONTINUES *

Action:

- BIG FACE ON THE FOREST FLOOR.

Timing:

DEC 10 2015

Production:

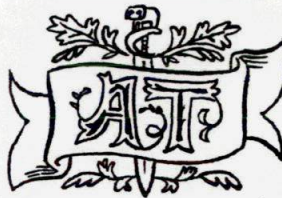
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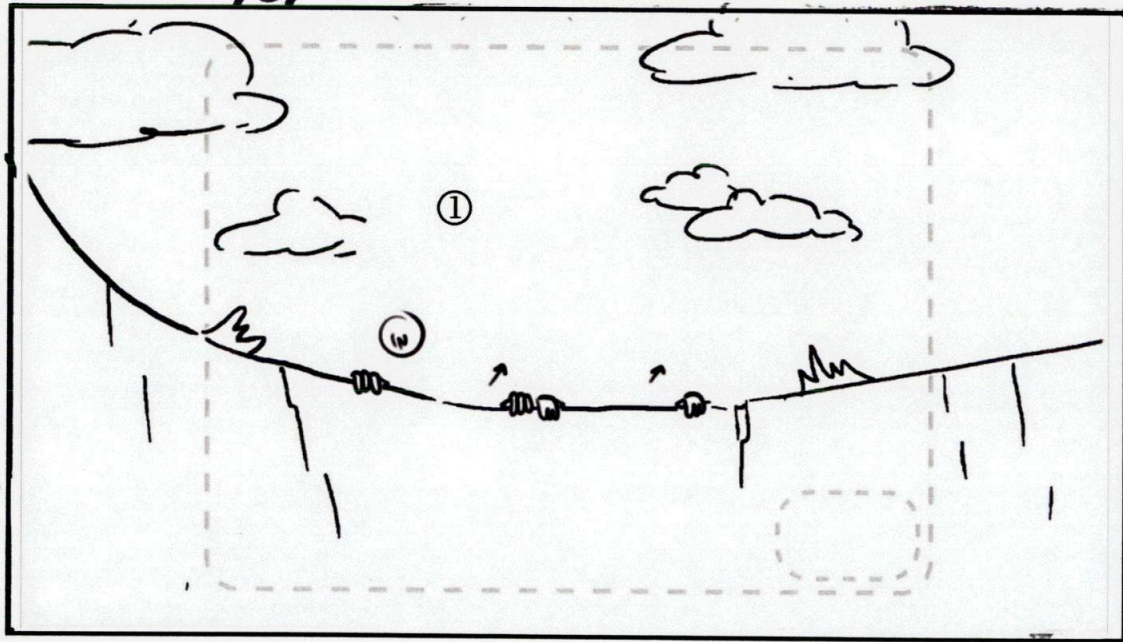
ADVENTURE TIME



Sc. 188 *CONT* Pnl. B

Bg.

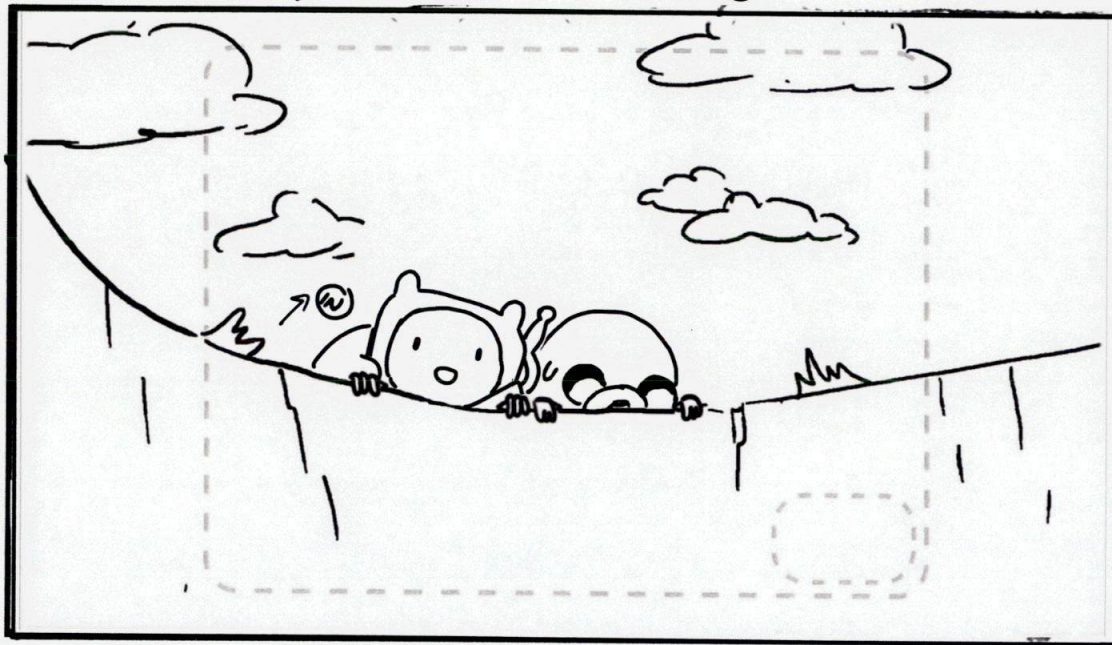
day night



Sc. 188 *CONT* Pnl. C

Bg.

Page 212
212A *next*
day night



Dialog:

Action:

Timing:

-F + J come on/s

DEC 10 2015

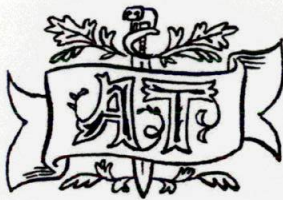
EPISODE # 1034-239

Production:

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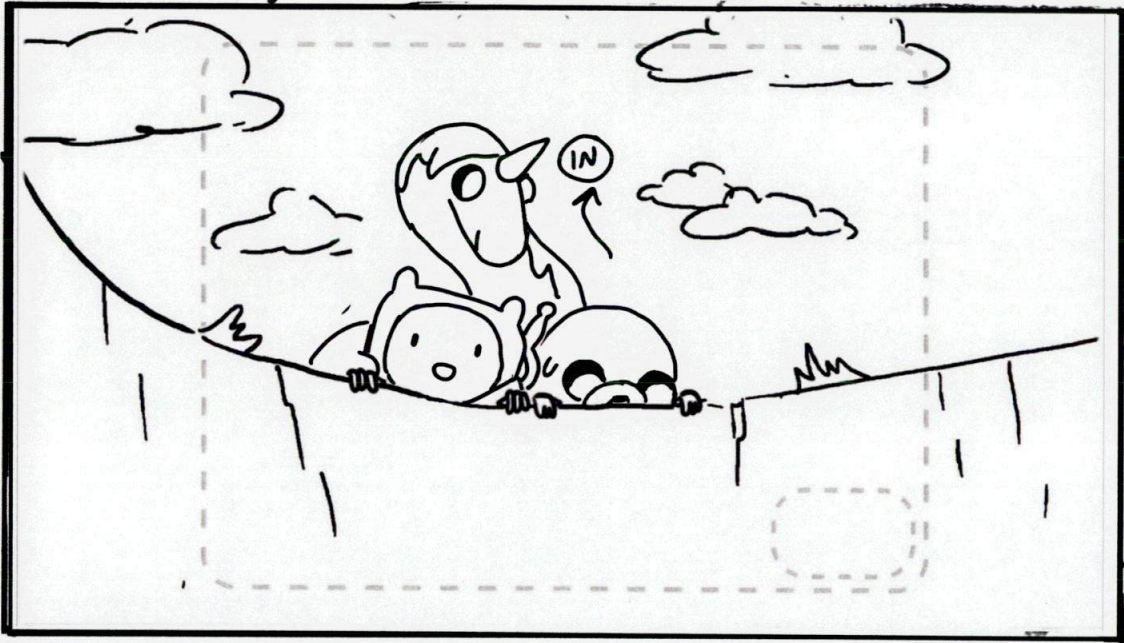
ADVENTURE TIME



Sc. 188 *CONT* Pnl. **D**

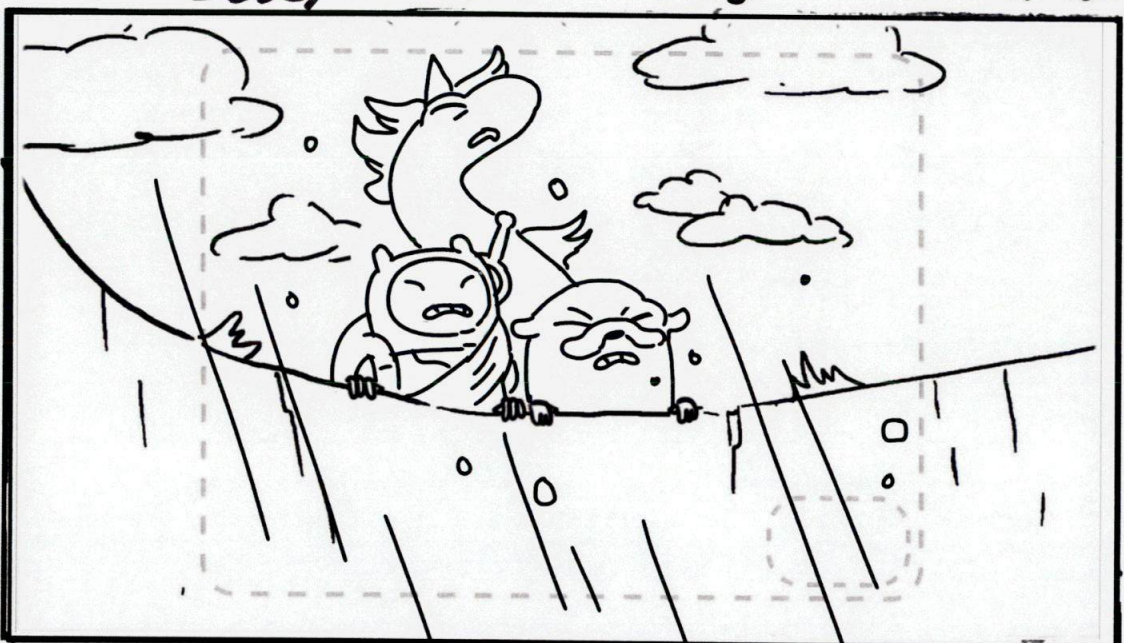
Bg.

day night



Sc. 188 *CONT* Pnl. **E**

Bg.



Page 212 A
213 NEXT
day night

Dialog:

F: This is where the song's coming from!

F, J, L: AAAHH!

MUSIC HOLE: (CIGARS THROAT)

SFX: *BEAUTIFUL SONG (EVEN LOUDER)* _____

Action:

- L COMES ON/S

Minor loop blasts throwing them back

Timing:

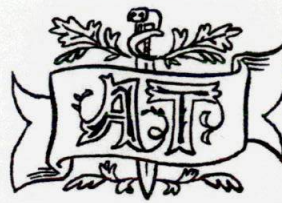
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Production:

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ADVENTURE TIME



Sc. 188 *cont*

Pnl. **F**

Bg.

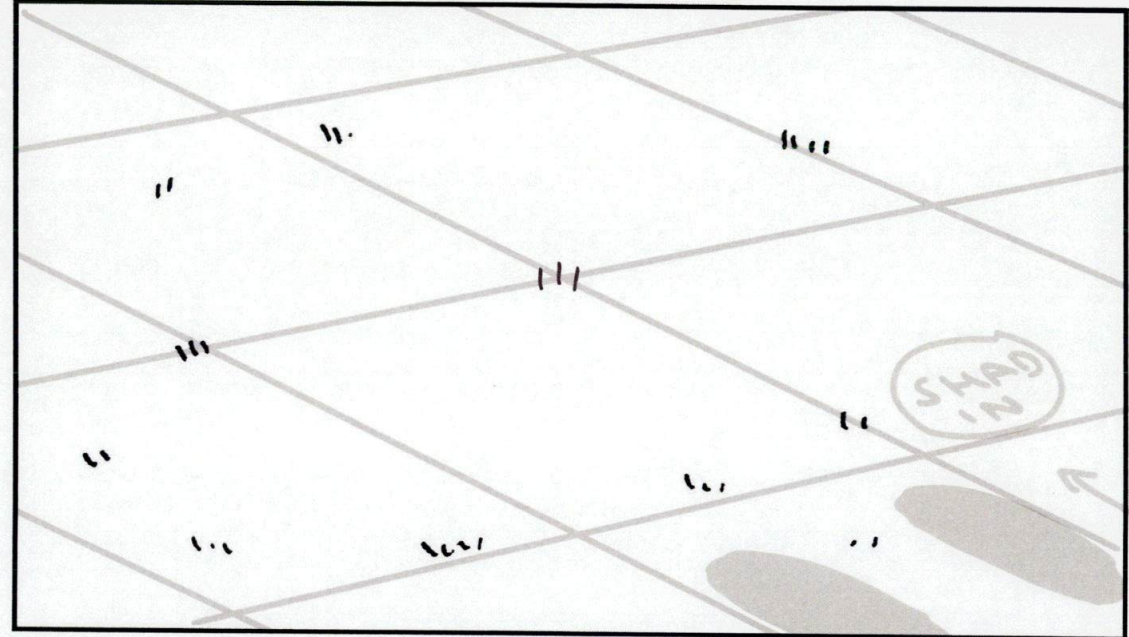
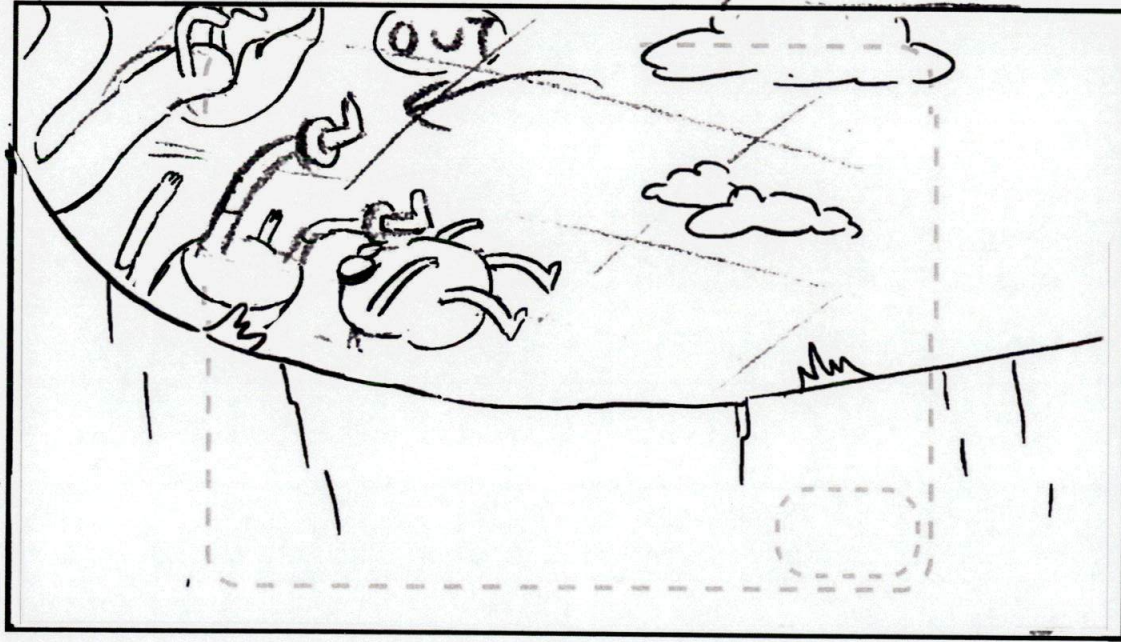
day night

Sc. 189

Pnl. **A**

Bg.

Page 213
213A NEXT
day night



Dialog:

Action:

-F, J, L THROWN OFF/S.

Timing:

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Production:

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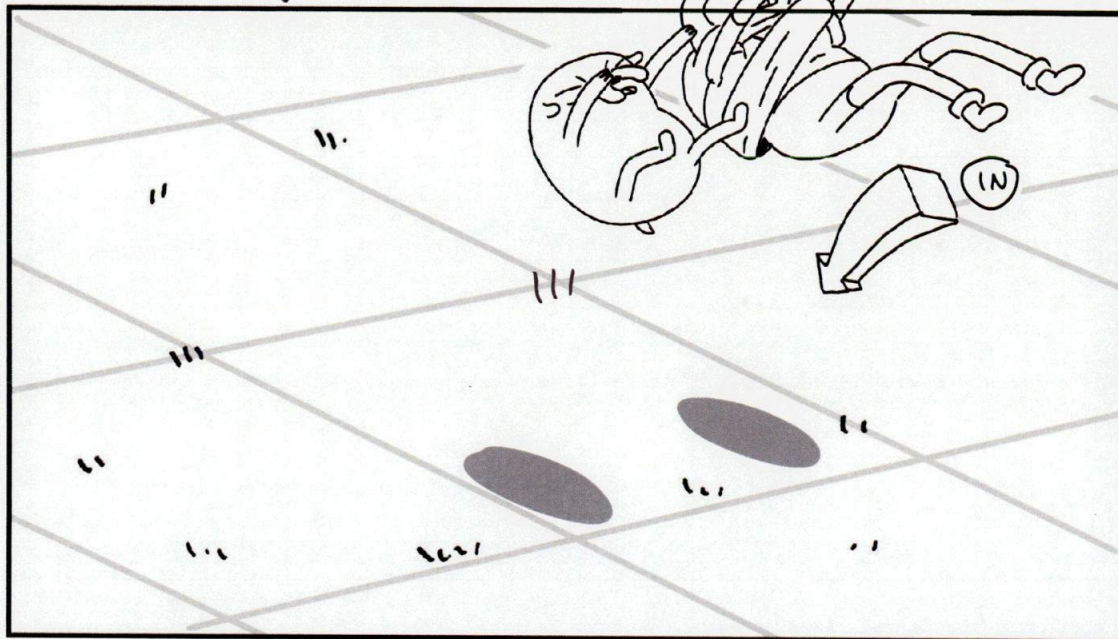
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ADVENTURE TIME



Sc. 189 *cont* Pnl. B

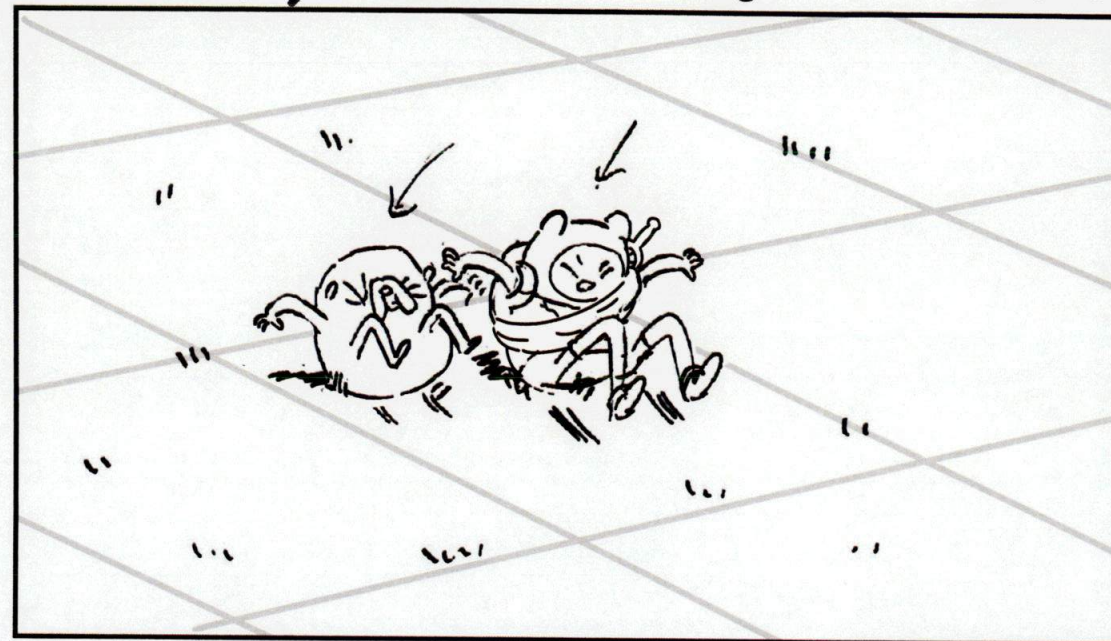
day night



Sc. 189 *cont* Pnl. C

Bg.

Page 213A
214 NEXT
day night



Dialog:

F, J: OOF!

Action:

Timing:

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Production:

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ADVENTURE TIME

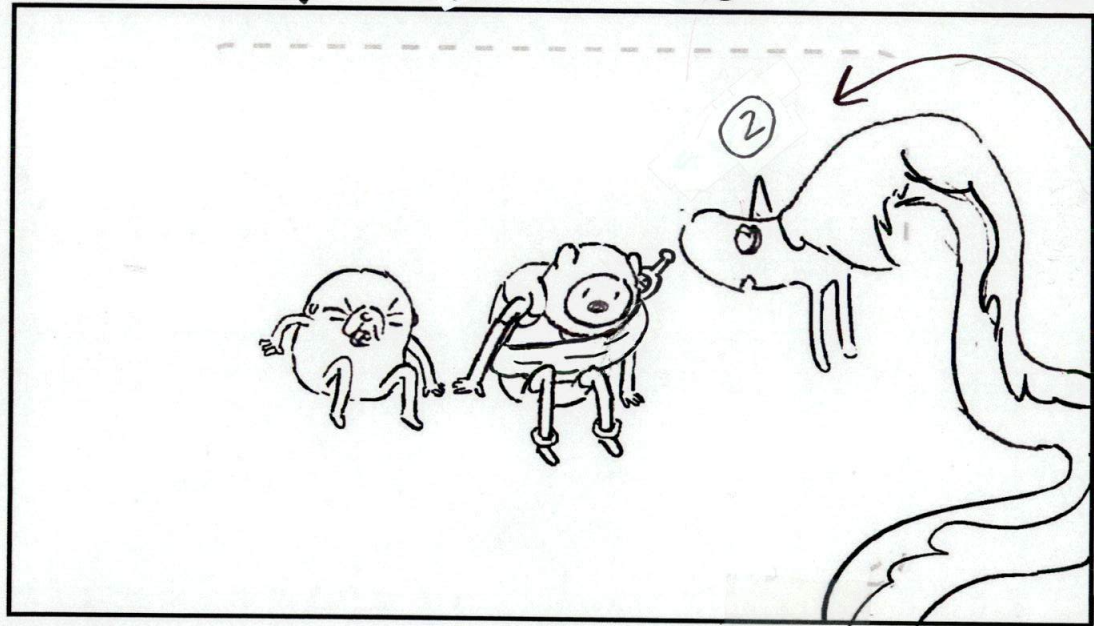


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Sc. 189 *CONT* Pnl. D

Bg.

day night

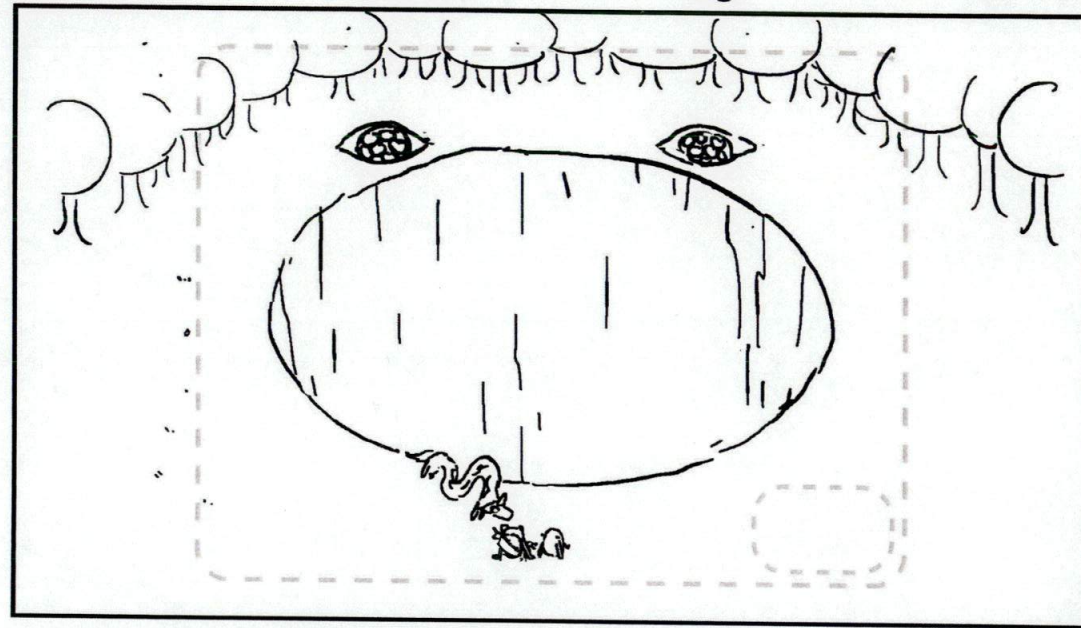


Sc. 190

Pnl. A

Bg.

day night



Dialog:

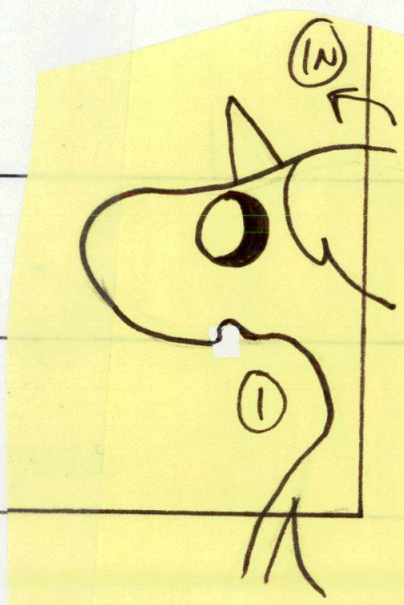
F: oh NICE PIPES!

MH: Wait... can you.. hear me?

Action:

-LADY FLIES AN/S.

Timing:



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Production:

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ADVENTURE TIME

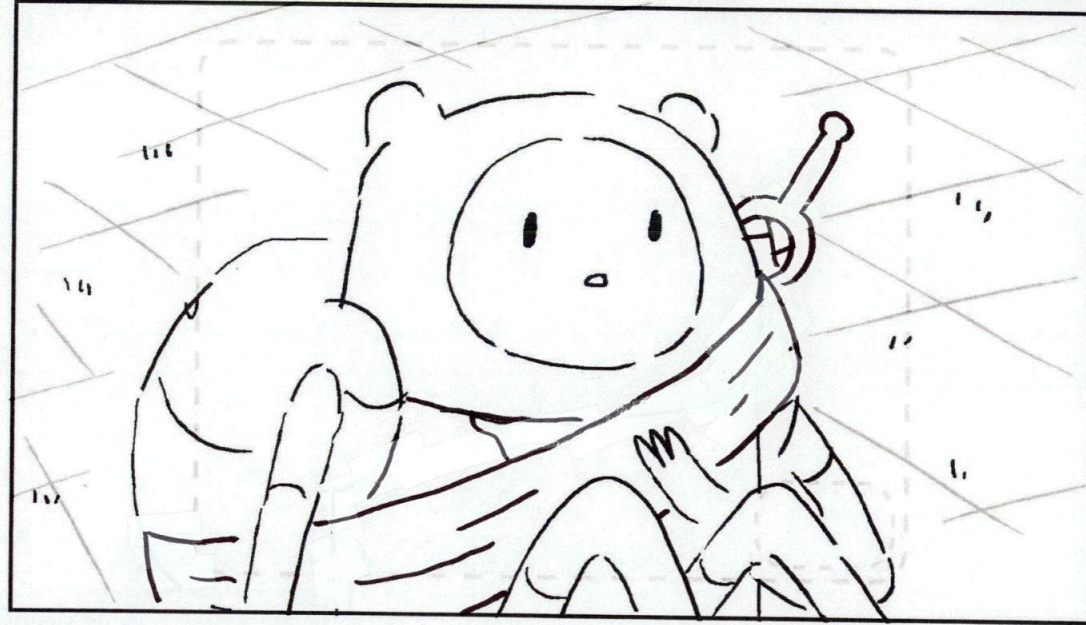


Sc. 191

Pnl. A

Bg.

day night



Sc. 191 *cont* Pnl. B

Bg.

Page 215
day night



Dialog:

F: I've been hearing you
like all day.

Action:

Timing:

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EPISODE #

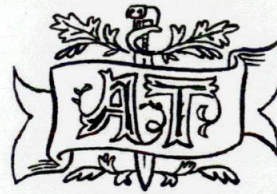
Production:

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ADVENTURE TIME

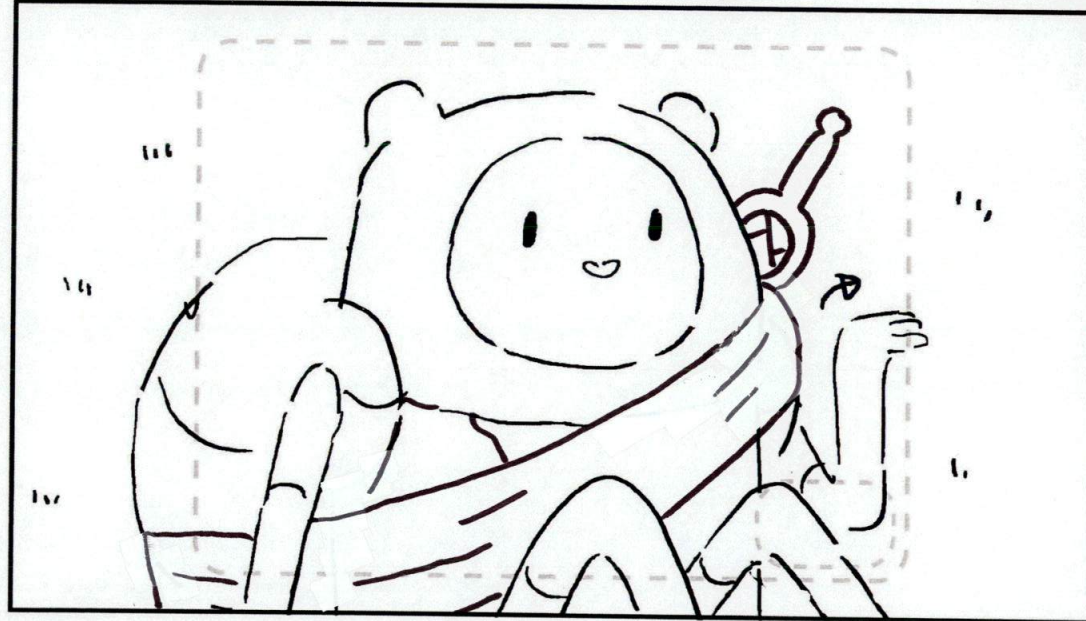


Page 216

Sc. 191 cont Pnl. C

Bg.

day night

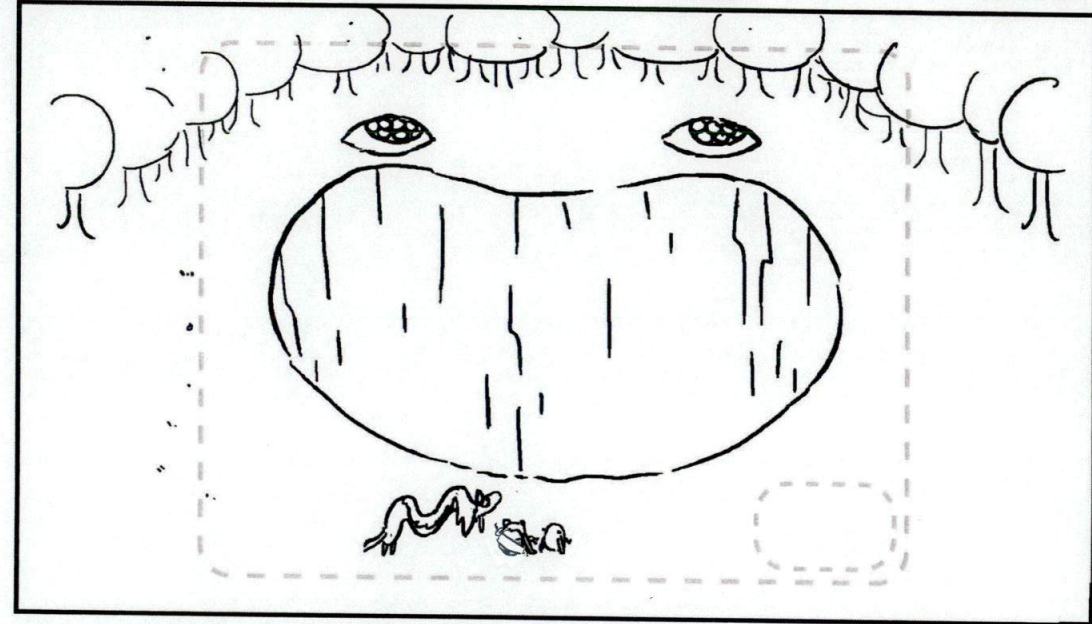


Sc. 192

Pnl. A

Bg.

day night



Dialog:

 F: You're a lovely singer.

 MH: [giggles nervously] R-really?

 NO ONE'S EVER SAID THAT --

Action:

Timing:

DEC 10 2015

Production:

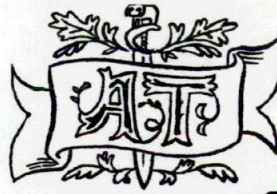
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ADVENTURE TIME

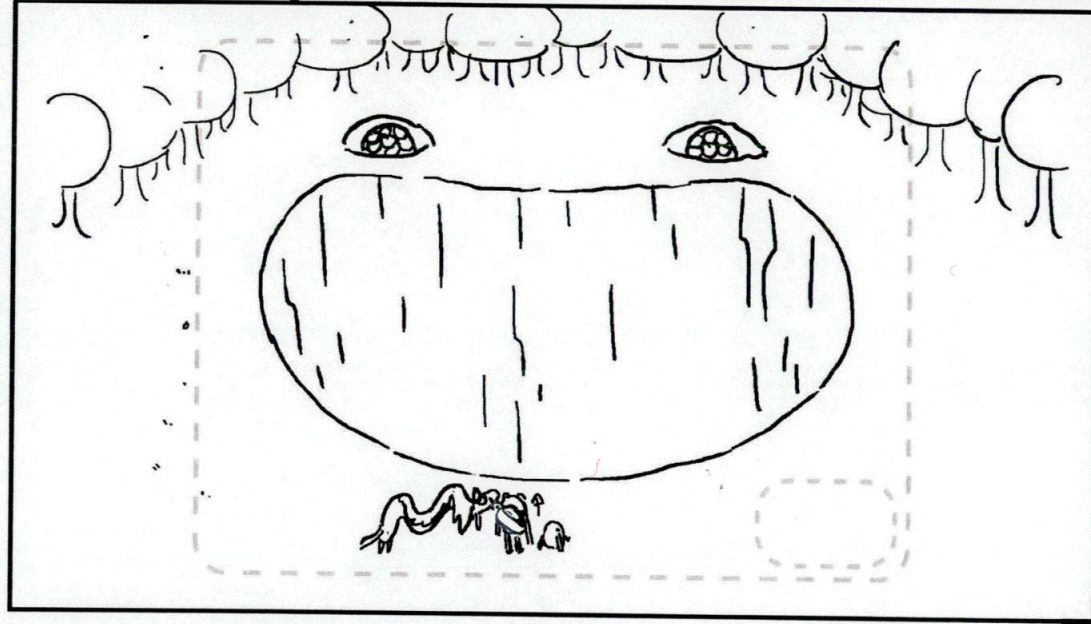


Page 217

Sc. 192 *cont* Pnl. B

Bg.

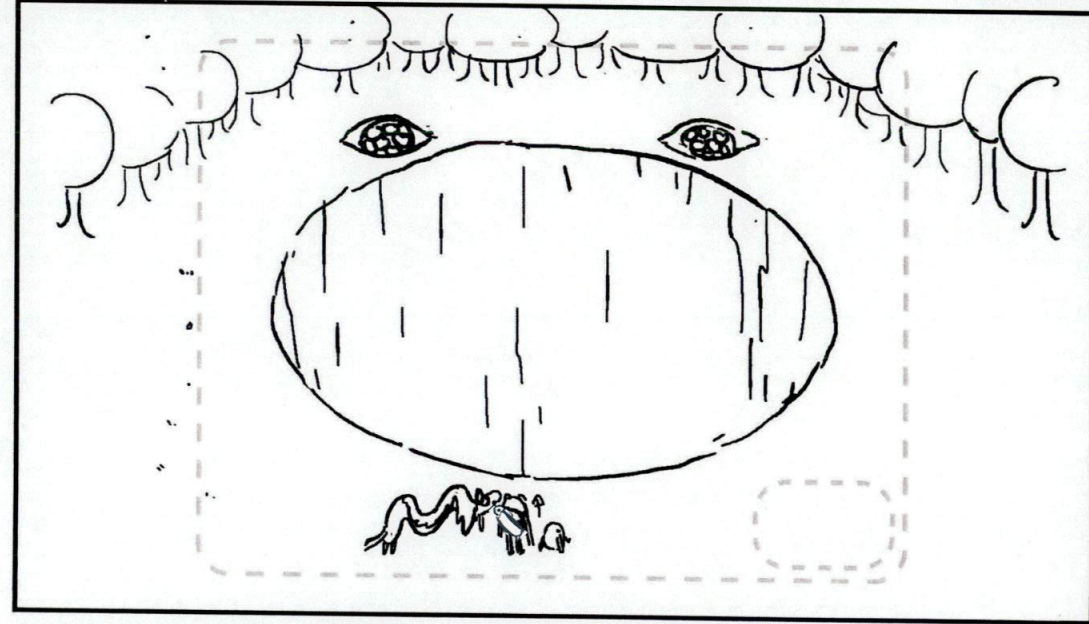
day night



Sc. 192 *cont* Pnl. C

Bg.

day night



Dialog:

MH: shut up.

(F) IT'S TRUE!

MH: Well, I've, uh, had a lotta practice.
A thousand years, give or take.

Action:

Timing:

DEC 10 2015

EPISODE # 1034-239

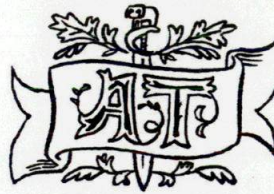
Production:

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1034/239

ADVENTURE TIME



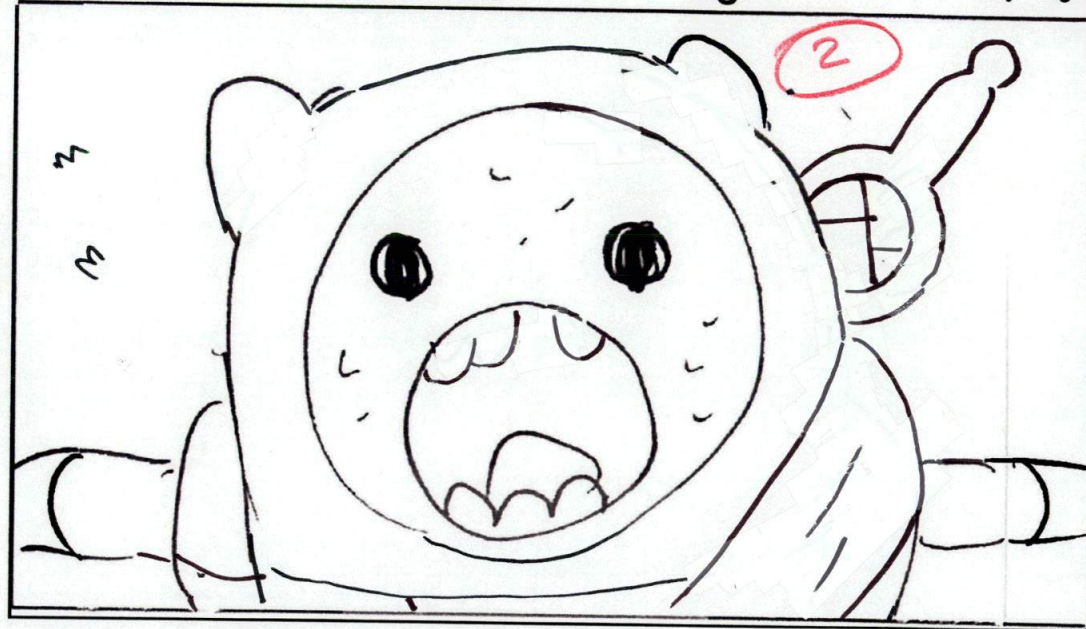
Page 218

Sc. 193

Pnl. A

Bg.

day night

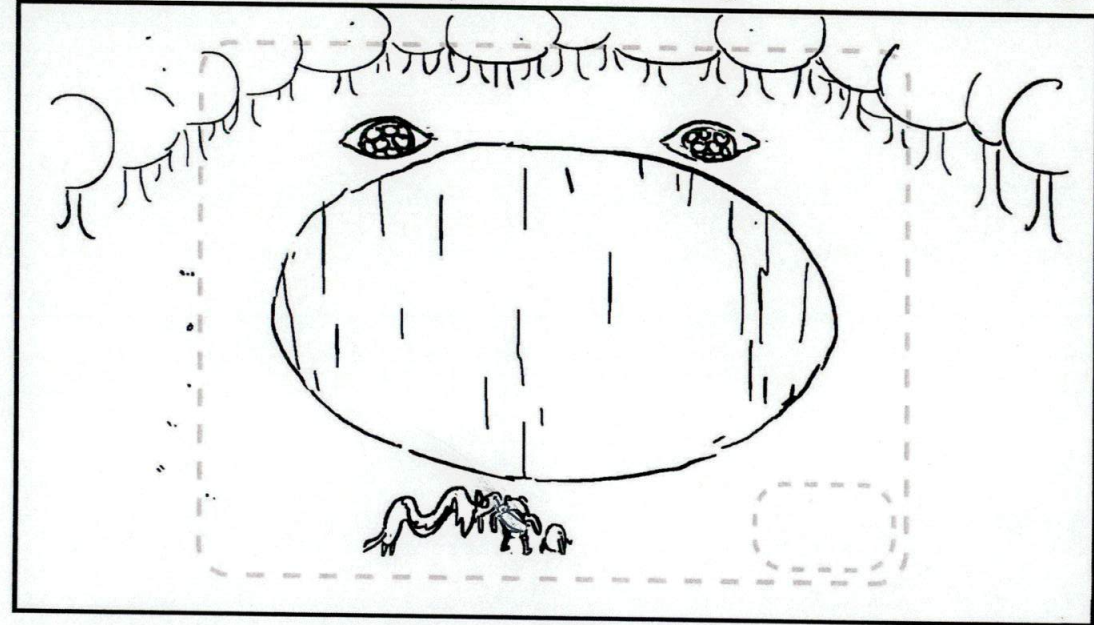


Sc. 194

Pnl. A

Bg.

day night



Dialog:

F: say
WHAAAA—?!

MH: Yeah, I've been HERE SINGING from
the VERY BEGINNING of OOO,

Action:

[Minor Loop fades in]

Timing:



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1034-239

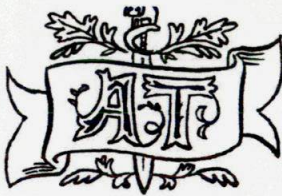
1034/239

Production:

1034/239

1034/239

ADVENTURE TIME

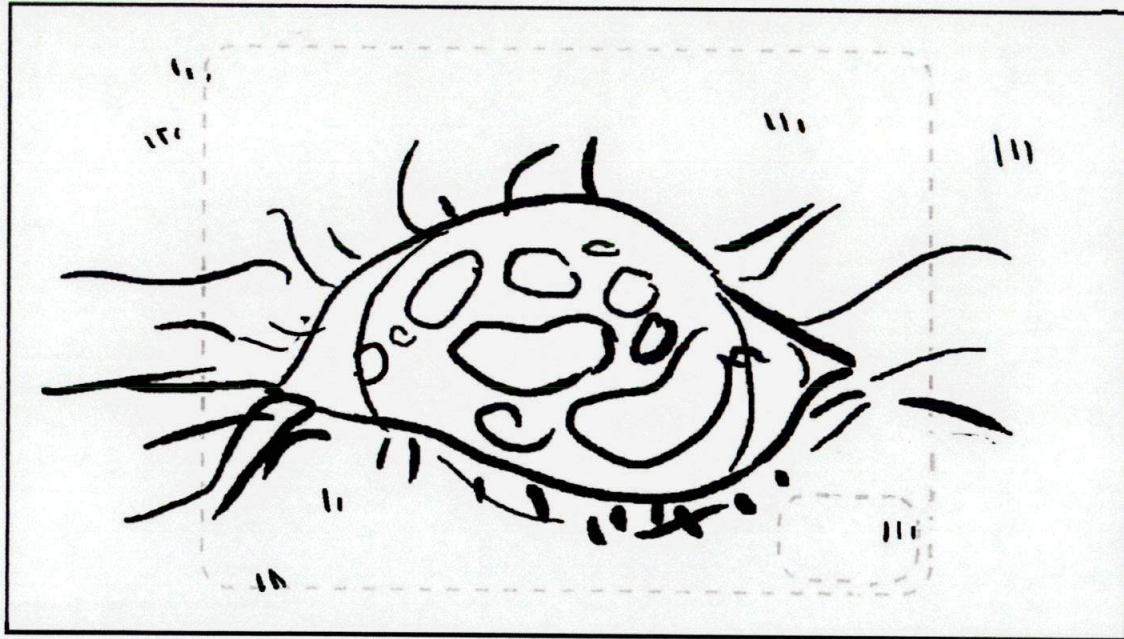


Sc. 195

Pnl. A

Bg.

day night



Sc. 195

cont Pnl. B

Bg.



Page 219
219 NEXT
day night

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EPISODE #

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Dialog:

(U)
MH: SINCE I CAN'T MOVE
FROM THIS SPOT...

Action:

- MORPH IN - BETWEEN

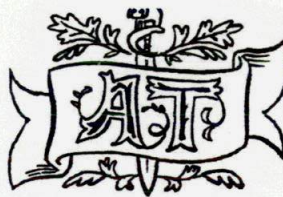
DEC 10 2015

Timing:

Production:

- FLASHBACKS APPEAR IN EYES
1034/239

ADVENTURE TIME



Page 219A
320 NET
day night

Sc. 195 *cont* Pnl. C

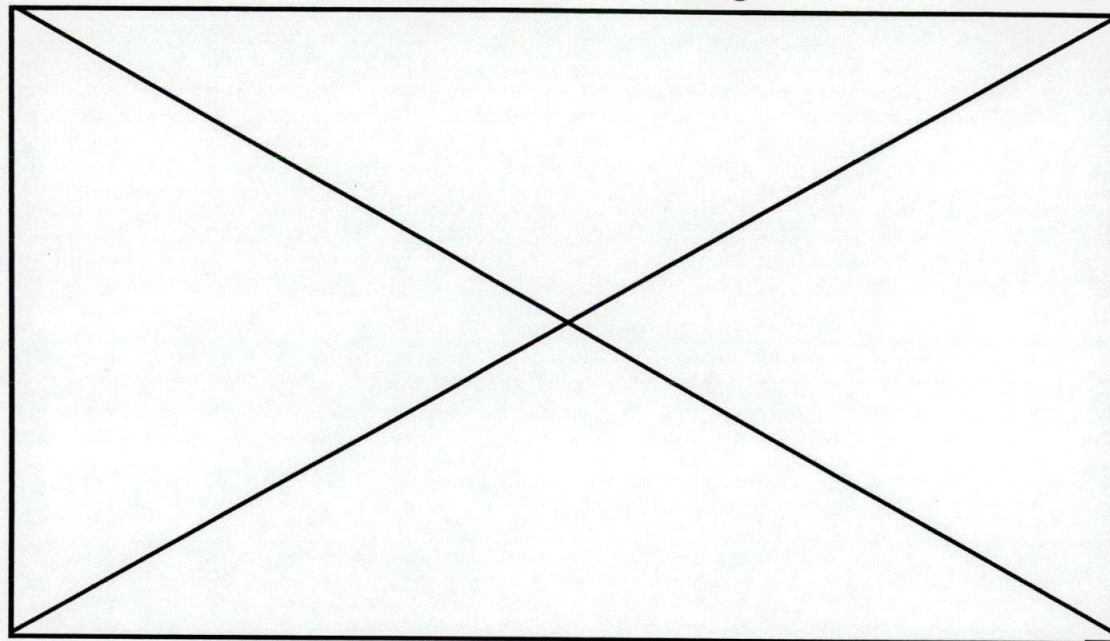
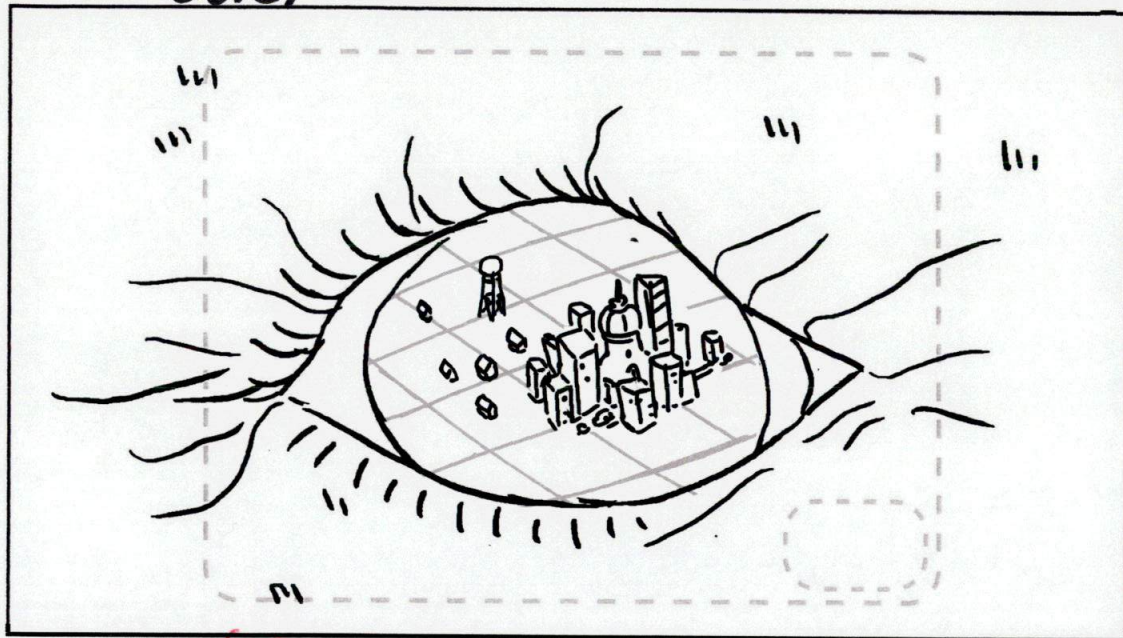
Bg.

day night

Sc.

Pnl.

Bg.



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EPISODE #

1034/239

Dialog: (VO) MH: so singing is my only outlet.

Action: - BIRD'S EYE VIEW OF CITY APPEARS

Timing:

DEC 10 2015

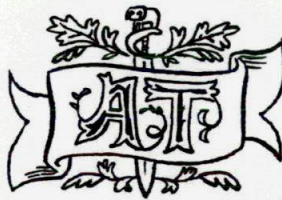
Production:

- FLASHBACKS APPEAR IN EYES

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1034/239

ADVENTURE TIME

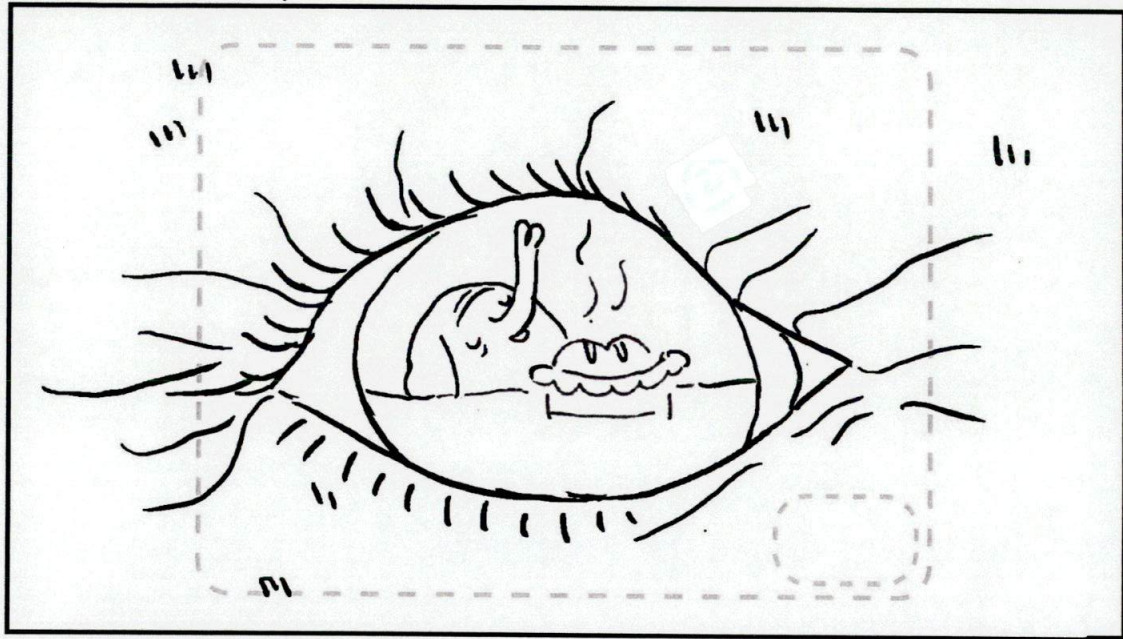


Sc. 195 *cont*

Pnl. D

Bg.

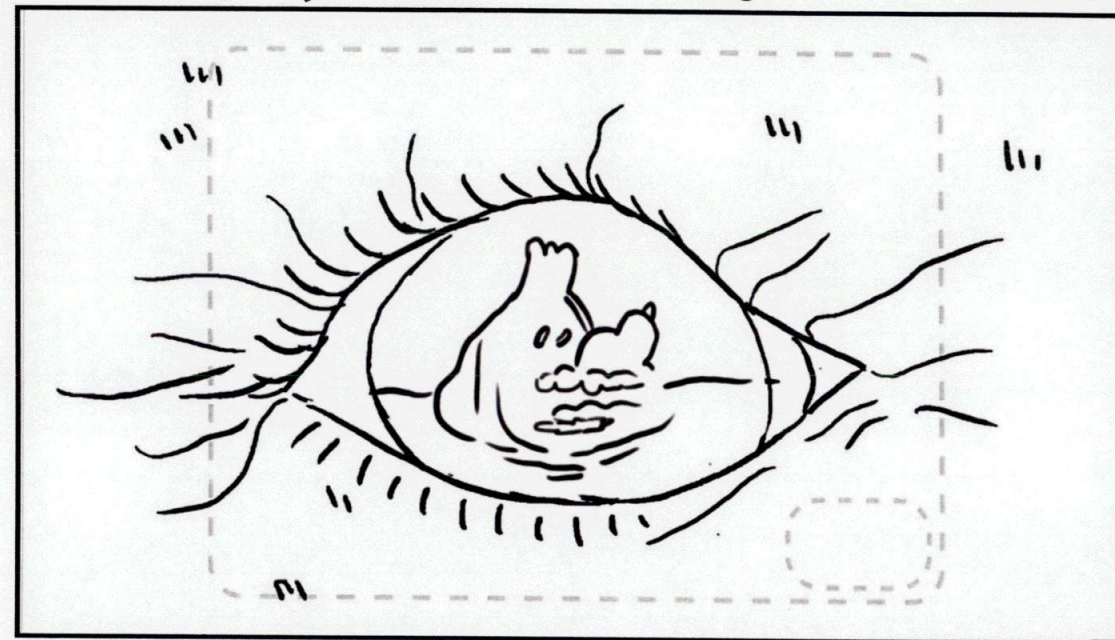
day night



Sc. 195 *cont*

Pnl. E

Bg.



Page 220

220A NEXT

day night

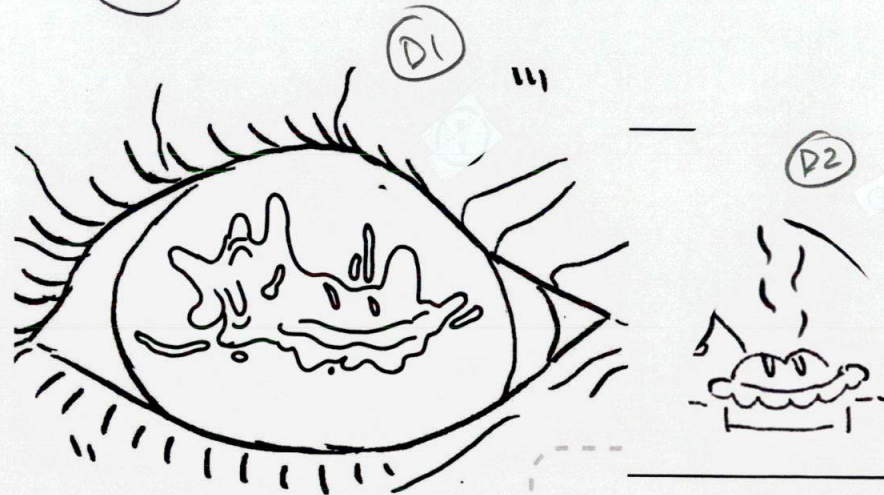
Dialog:

(VJ)
(MH)

I can neither participate in joy, . .

(VJ)
(MH)

Nor prevent



DEC 10 2015

Production:

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ADVENTURE TIME



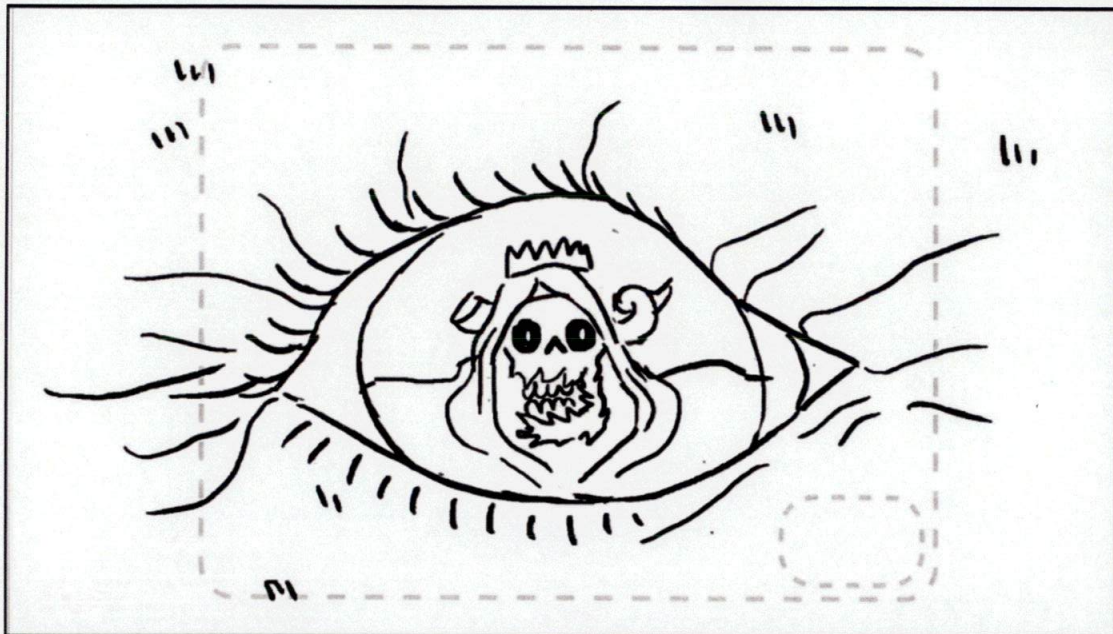
Page 220A

22/NEXT
day night

Sc. 195 **CONT** Pnl. F

Bg.

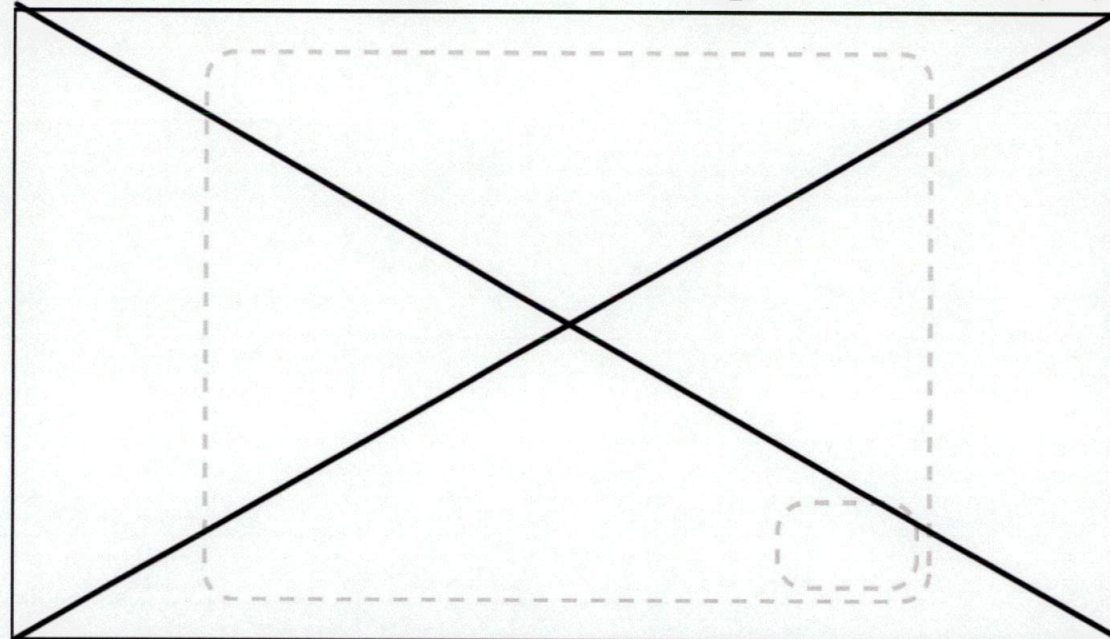
day night



Sc.

Pnl.

Bg.



Dialog:

(MH) ^(vo) disaster.

Action:

- IMAGE of LICH APPEARS
IN EYE.

DEC 10 2015

Timing:

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Production :

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1034/239

ADVENTURE TIME

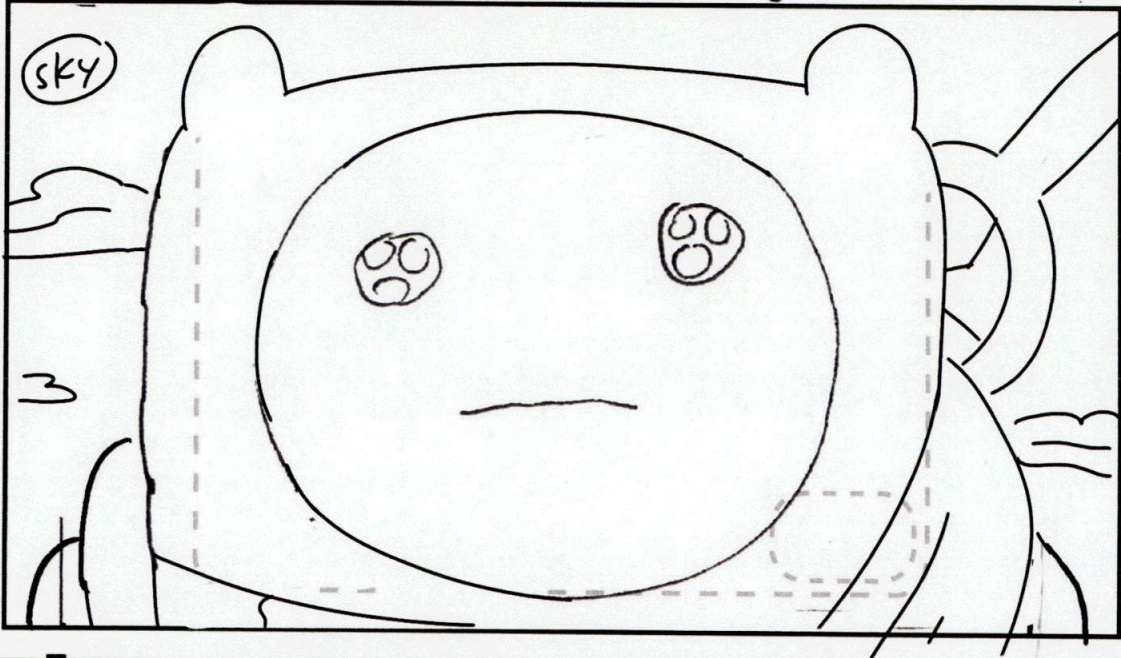


Sc. 196

Pnl. A

Bg.

day night

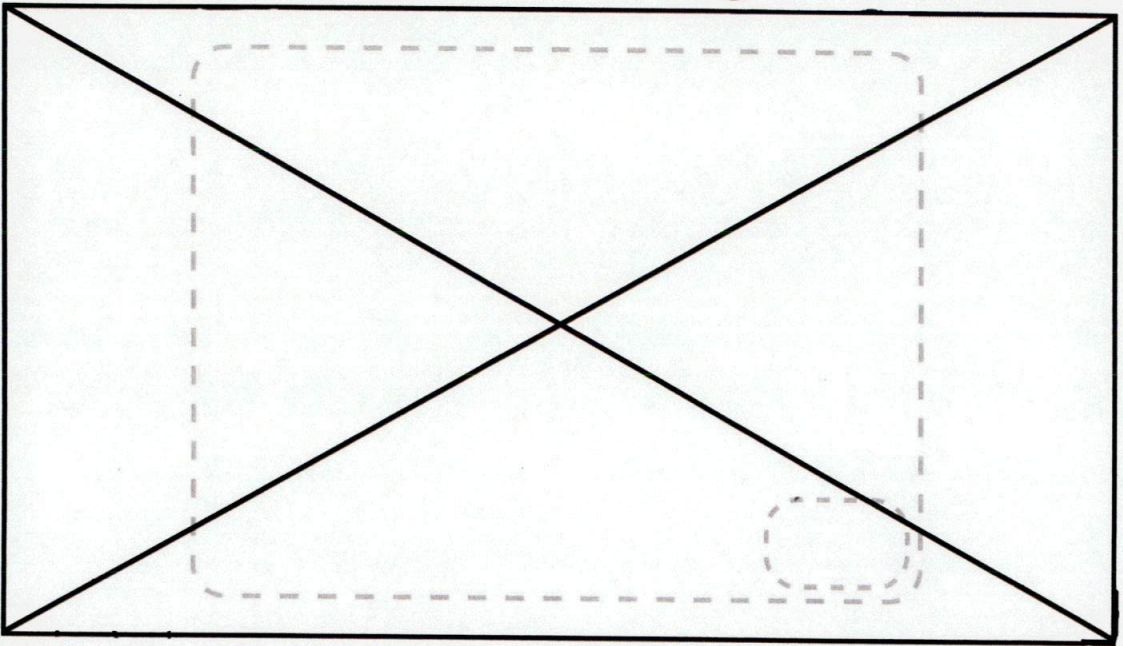


Sc.

Pnl.

Bg.

day night



Dialog:	MH: ^(O/S) SO I SING.
Action:	
Timing:	DEC 10 2015

1034-239

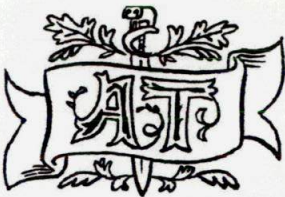
EPISODE #

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Production:

1034/239

ADVENTURE TIME



NO
SC
198

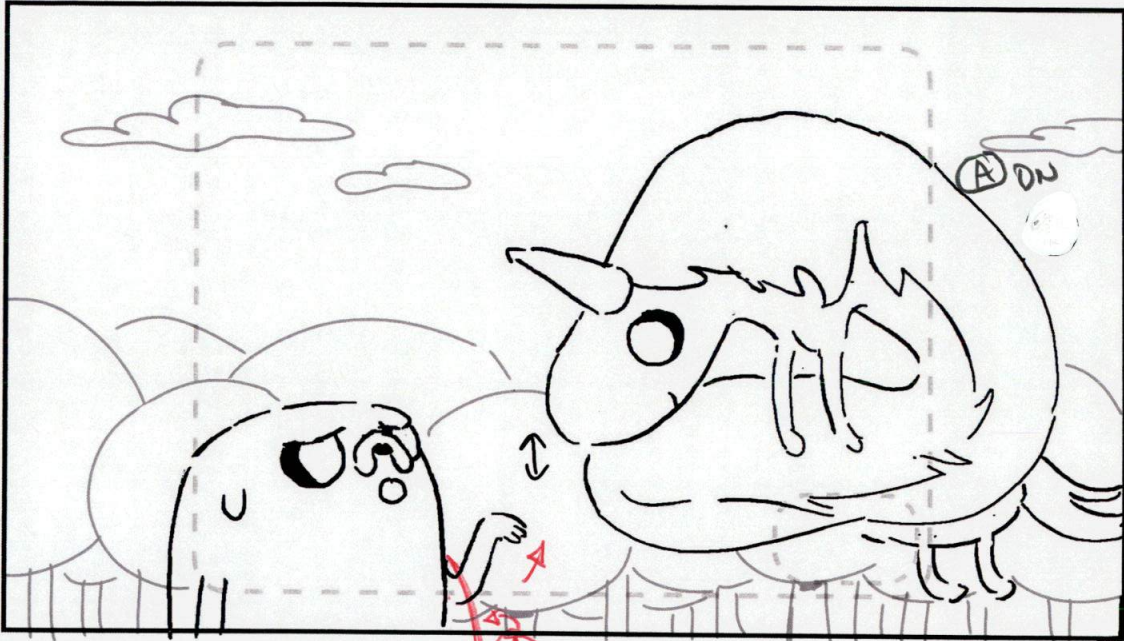
Page 222
No PG-223
day night

Sc. 197

Pnl. A

Bg.

day night



Sc. 197 CONT

Pnl. B

Bg.



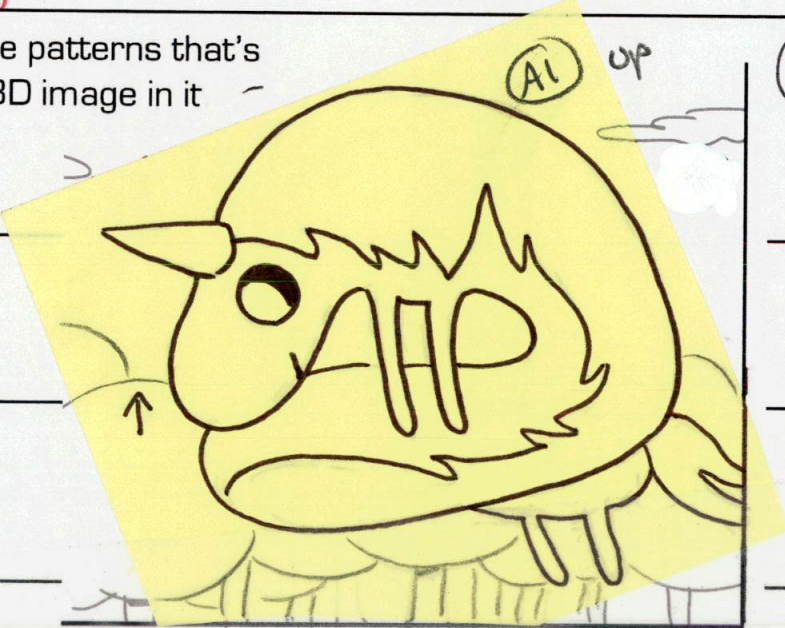
Dialog:

① IS THIS like one of those patterns that's supposed to have a 3D image in it

Action:

- LADY FLOAT CYCLE
① + ② THROUGHOUT
SCENE

Timing:



①

AND EVERYONE CAN
SEE IT EXCEPT YOU.

BI

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Production:

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1034/239

ADVENTURE TIME



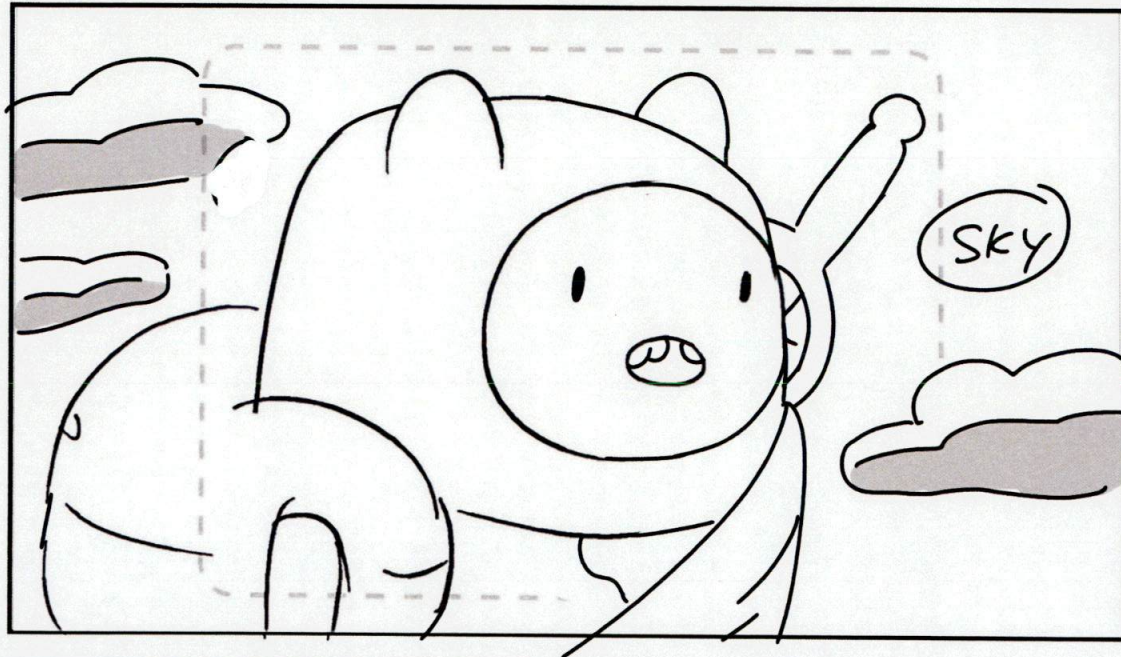
Page 224
224A NEXT

Sc. 199

Pnl. A

Bg.

day night



Sc. 200

Pnl. A

Bg.



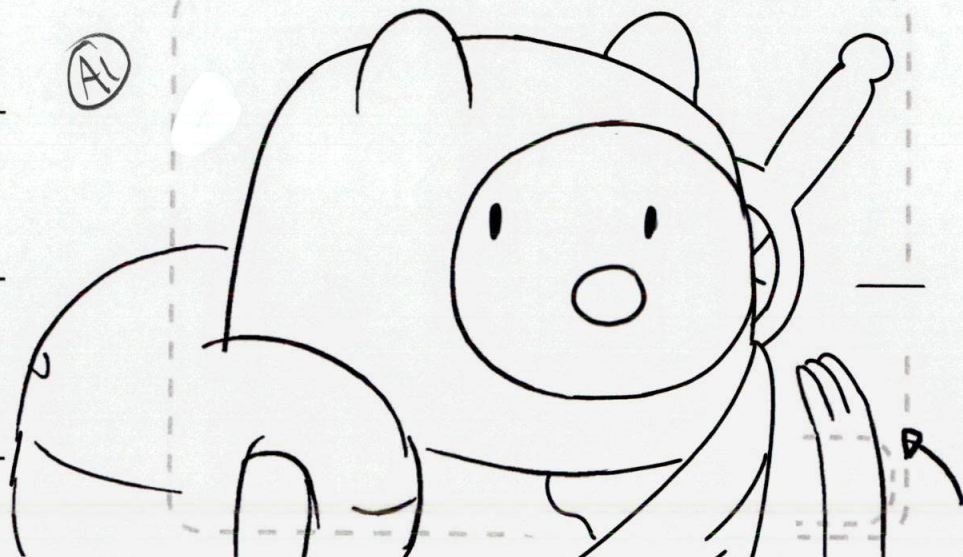
Dialog:

(F) Well, why can't they hear you?

(MH) (w) ONLY TWO
'KINDS OF PEOPLE CAN HEAR
MY SONG.

Action:

Timing:



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Production:

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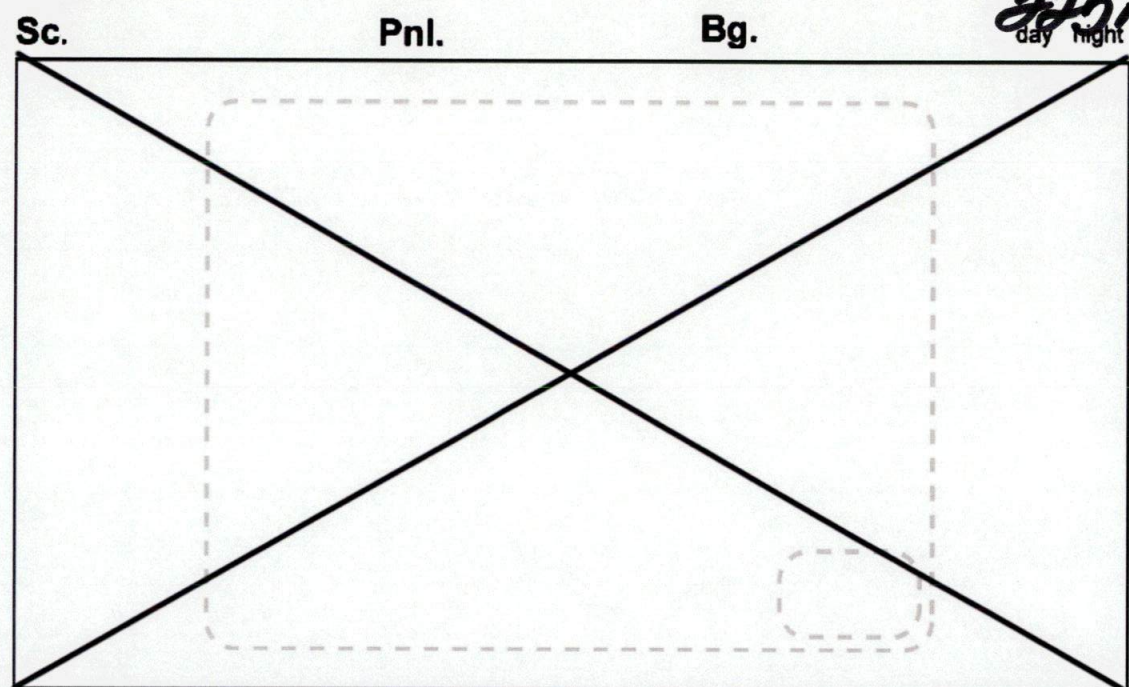
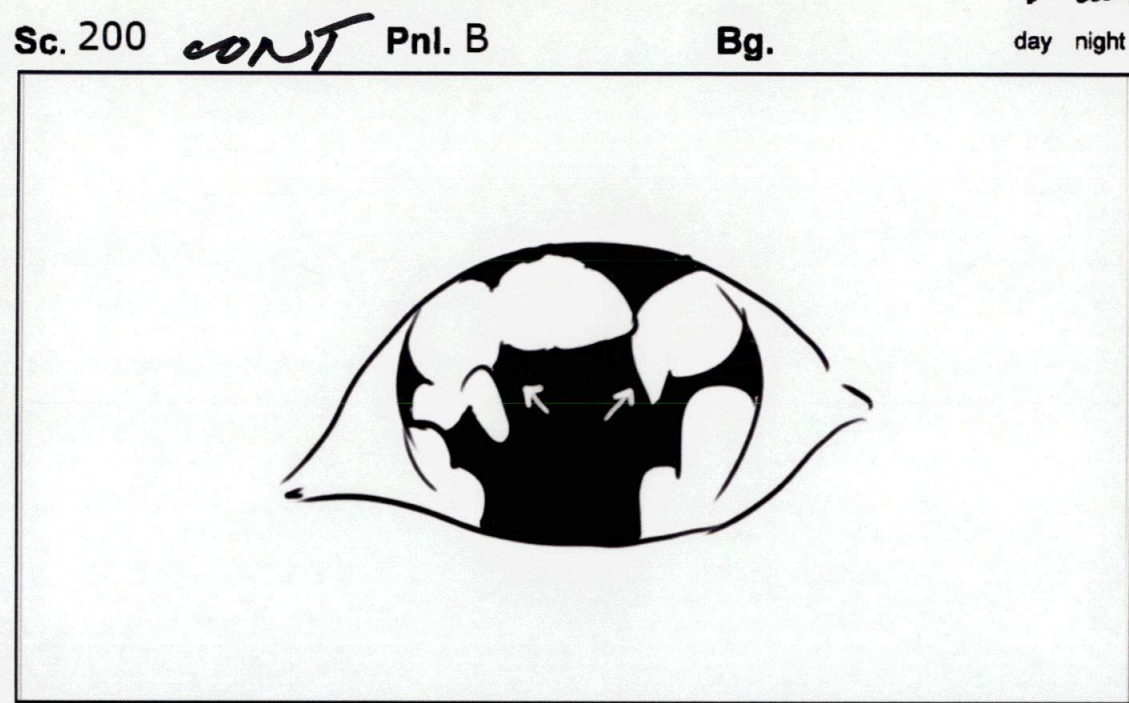
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ADVENTURE TIME



Page 224A

225 NEXT
day night



Dialog:
Action:
Timing:

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1034/239

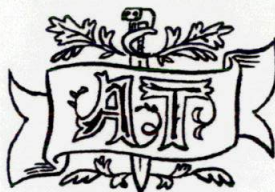
Production :

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ADVENTURE TIME

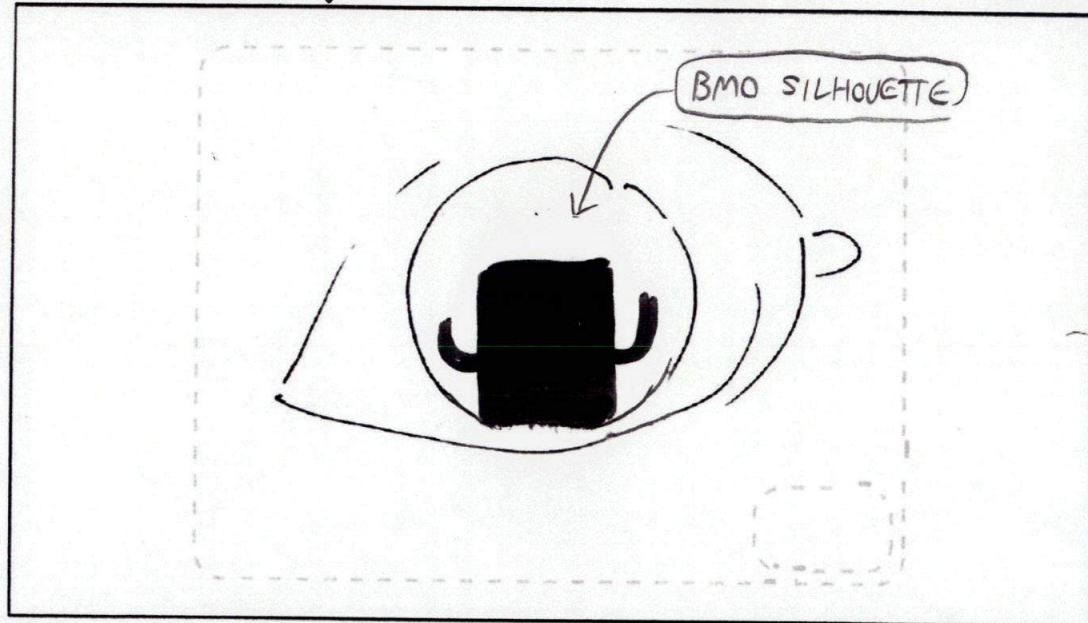


Page 225

Sc. 200 cont Pnl. C

Bg.

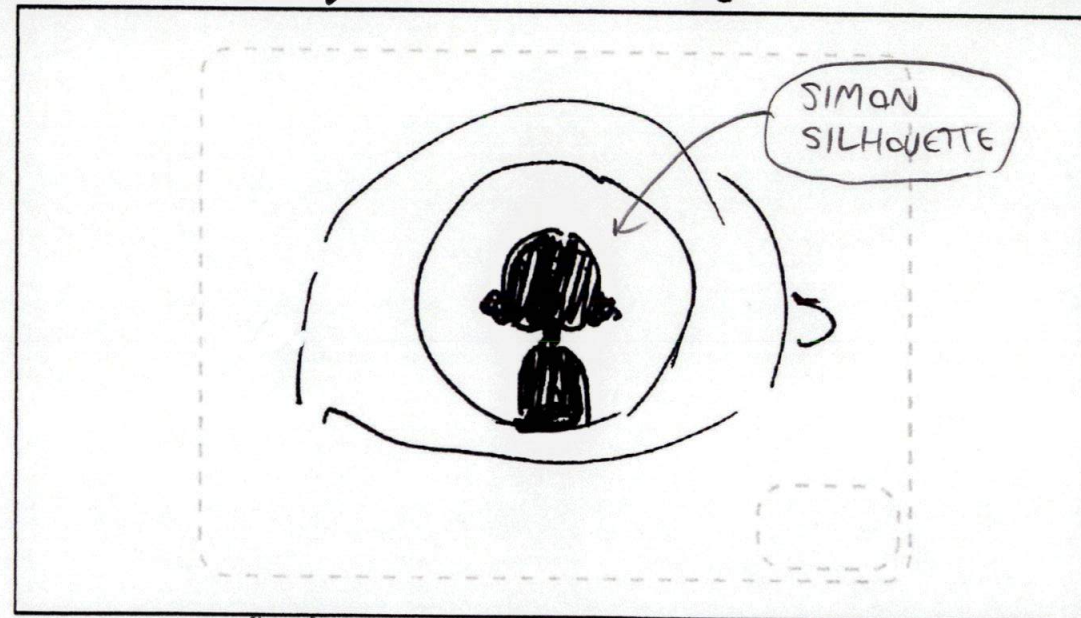
day night



Sc. 200 cont Pnl. D

Bg.

day night



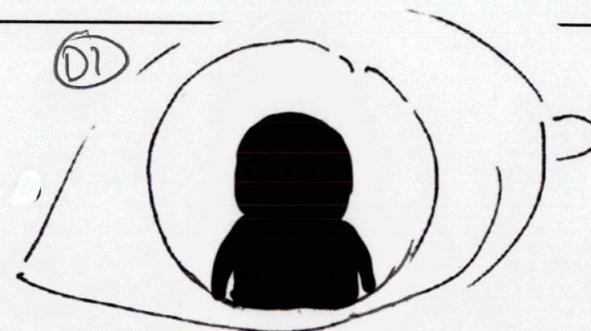
Dialog:

MH Got ... THOSE WHO SEE THE WORLD
WITH PURE CHILDLIKE WONDER ...

MH : AND THOSE WITH A DEEP
... SENSE OF LOSS IN THEIR HEARTS,,

Action:

Timing:



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Production:

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ADVENTURE TIME

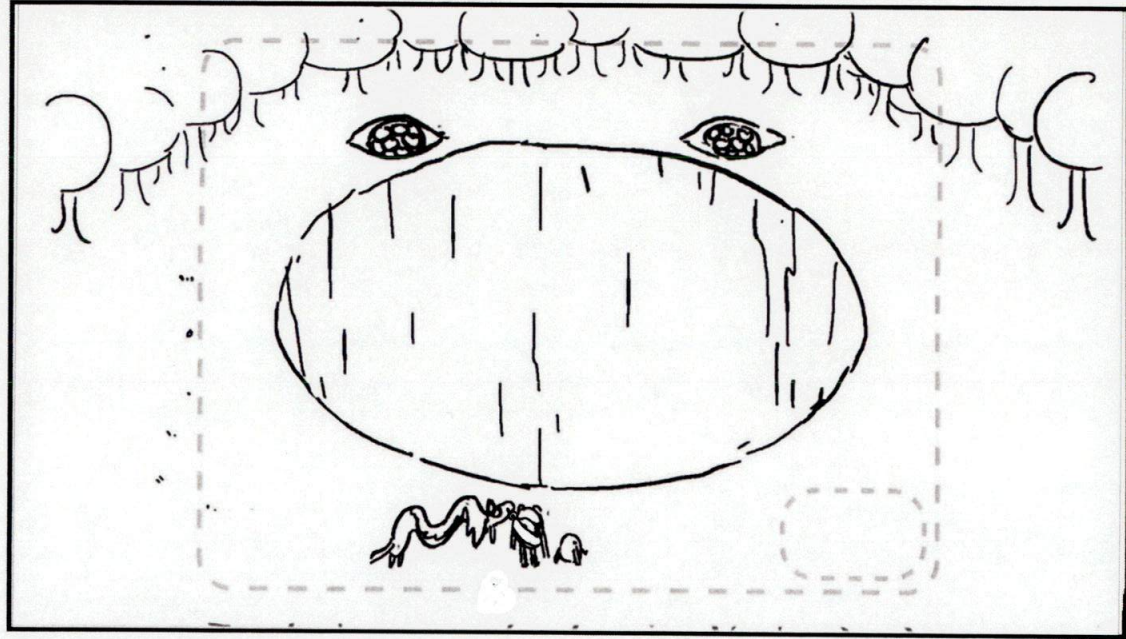


Sc. 201

Pnl. A

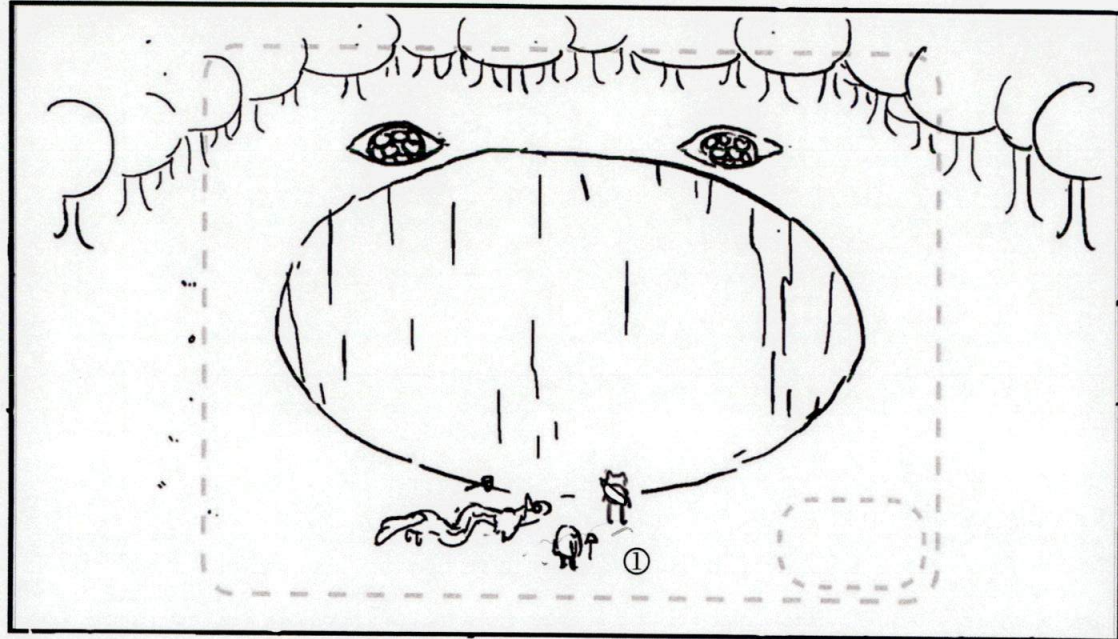
Bg.

day night



Sc. 201 *cont* Pnl. B

Bg.



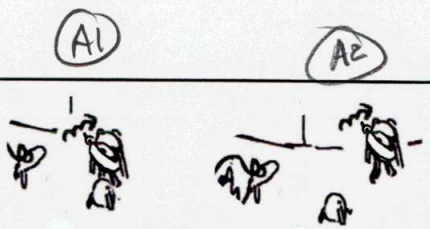
Page 226
226A NEXT
day night

Dialog:

MH. (oo) To everyone else
I'M JUST A PERIOD IN A
SENTENCE IN THE BOOK OF OOO.

Action:

Timing:



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ADVENTURE TIME



NO
SC
203

Page 226A
22 NEXT
day night

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.
					202	A	

Dialog:		Ⓔ I DUNNO ABOUT CHILD EYES --
Action:		but I have been going through a rough patch
Timing:		

Ⓐ

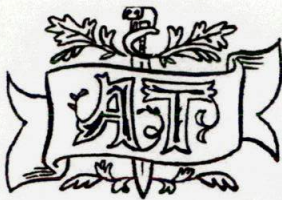
DEC 10 2015

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1034/239
Production:

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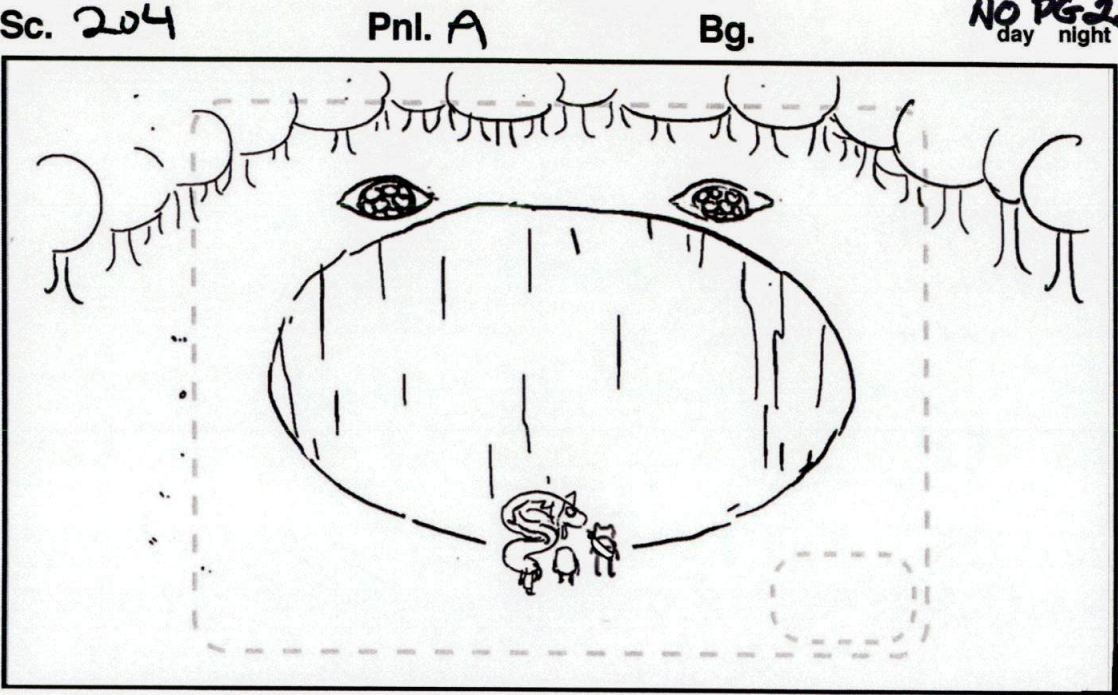
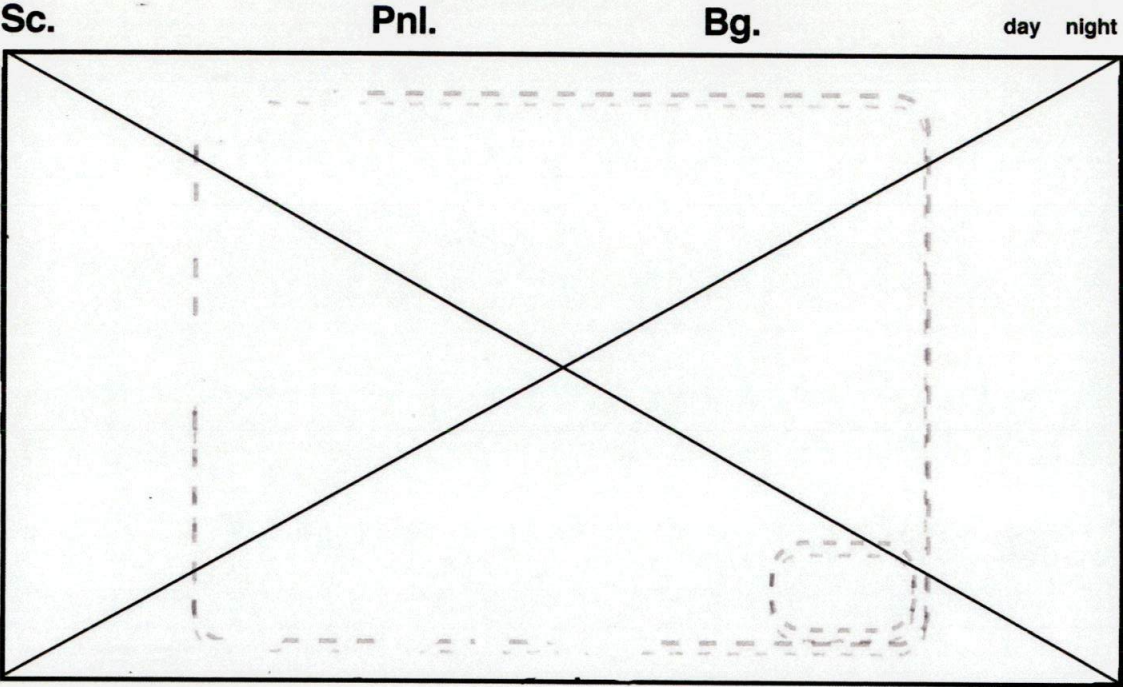
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ADVENTURE TIME



NO
SC
205

Page 227
NO PG-228
day night



Dialog:	(F) Sounds like you have too.
Action:	MH: YEAH, I GUESS SO...
Timing:	DEC 1 0 2015 (WIPE)

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1034/239
Production:

ADVENTURE TIME



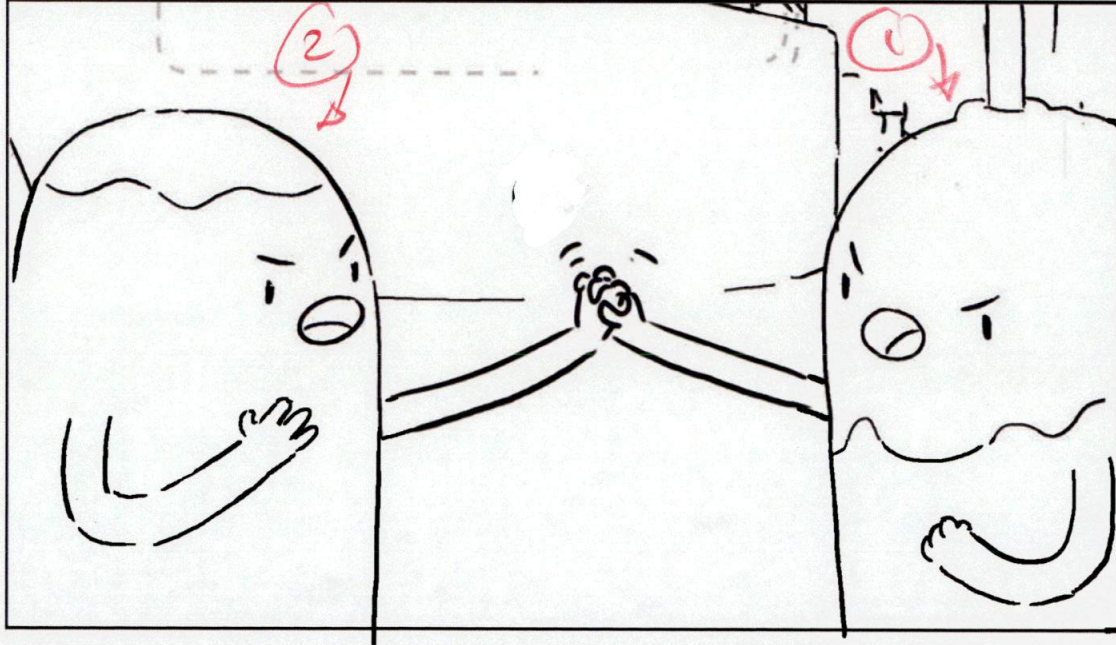
Page 229

Sc. 206

Pnl. A

Bg.

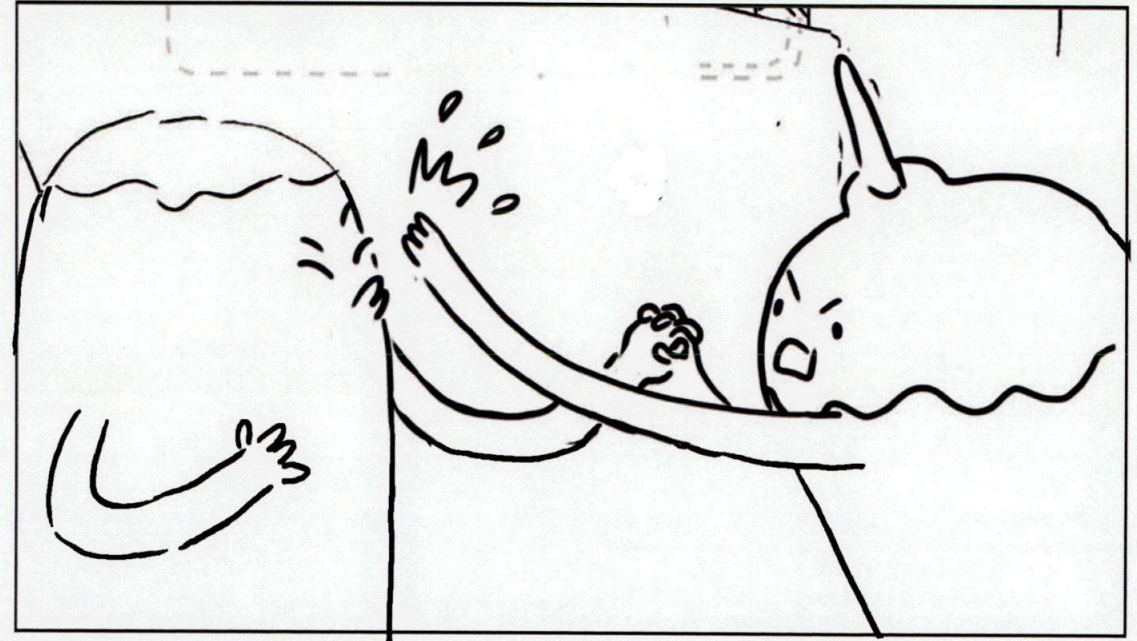
day night



Sc. 206 *cont* Pnl. B

Bg.

day night



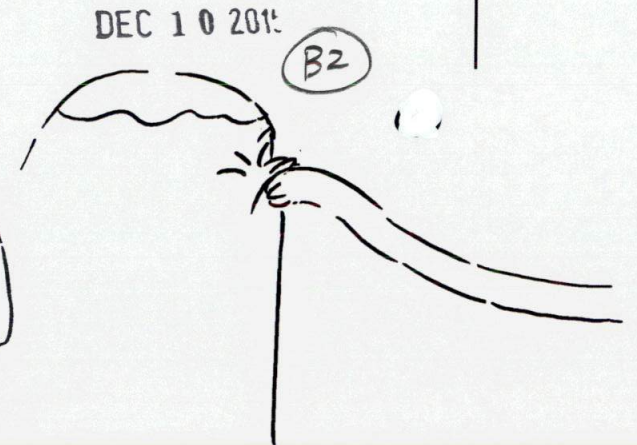
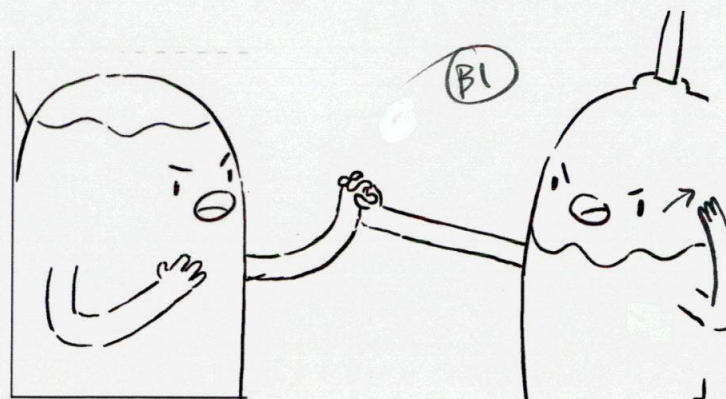
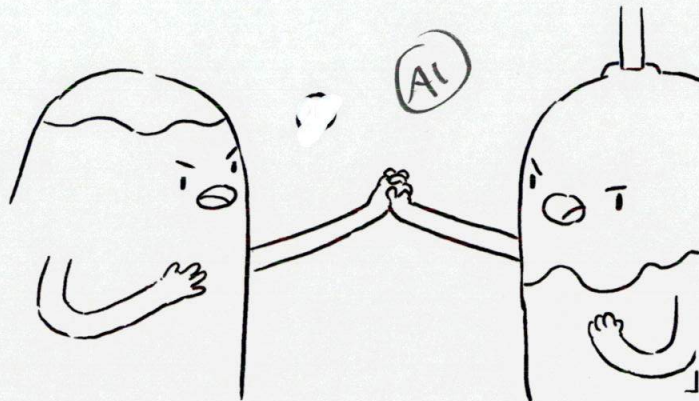
Dialog:

CROWD: [crowd walla]
FIGHTING

BG #1: AH! AH!
SFX: * SLAP-SLAP *

Action:

Timing:



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ADVENTURE TIME



Sc. 206 *cont* Pnl. *C*

Bg.

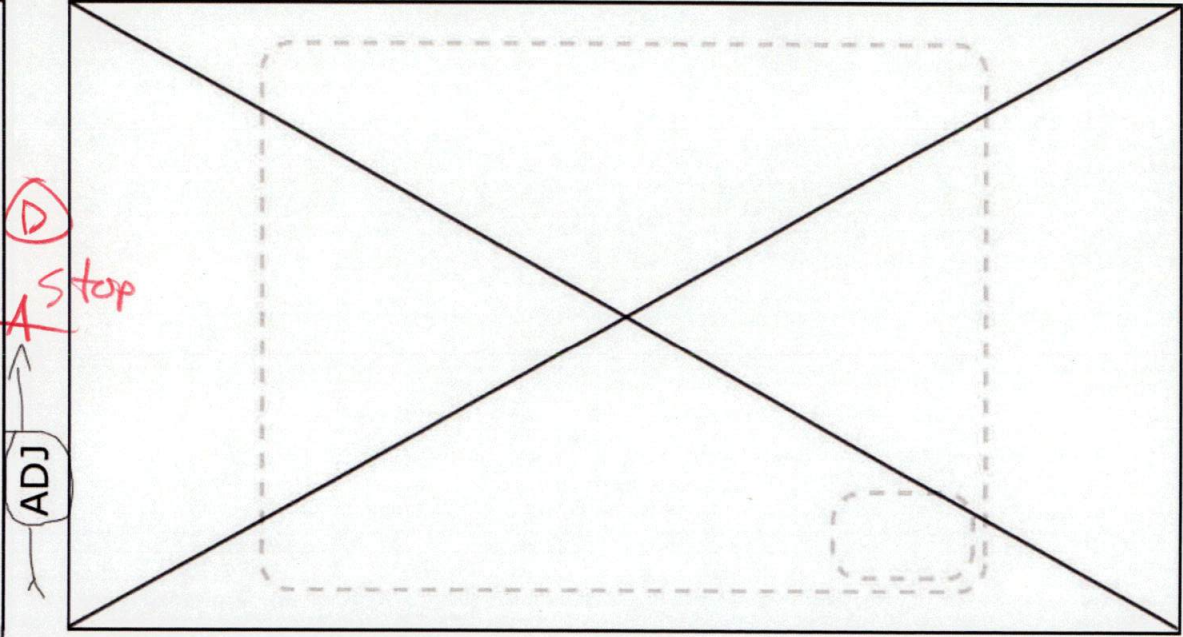
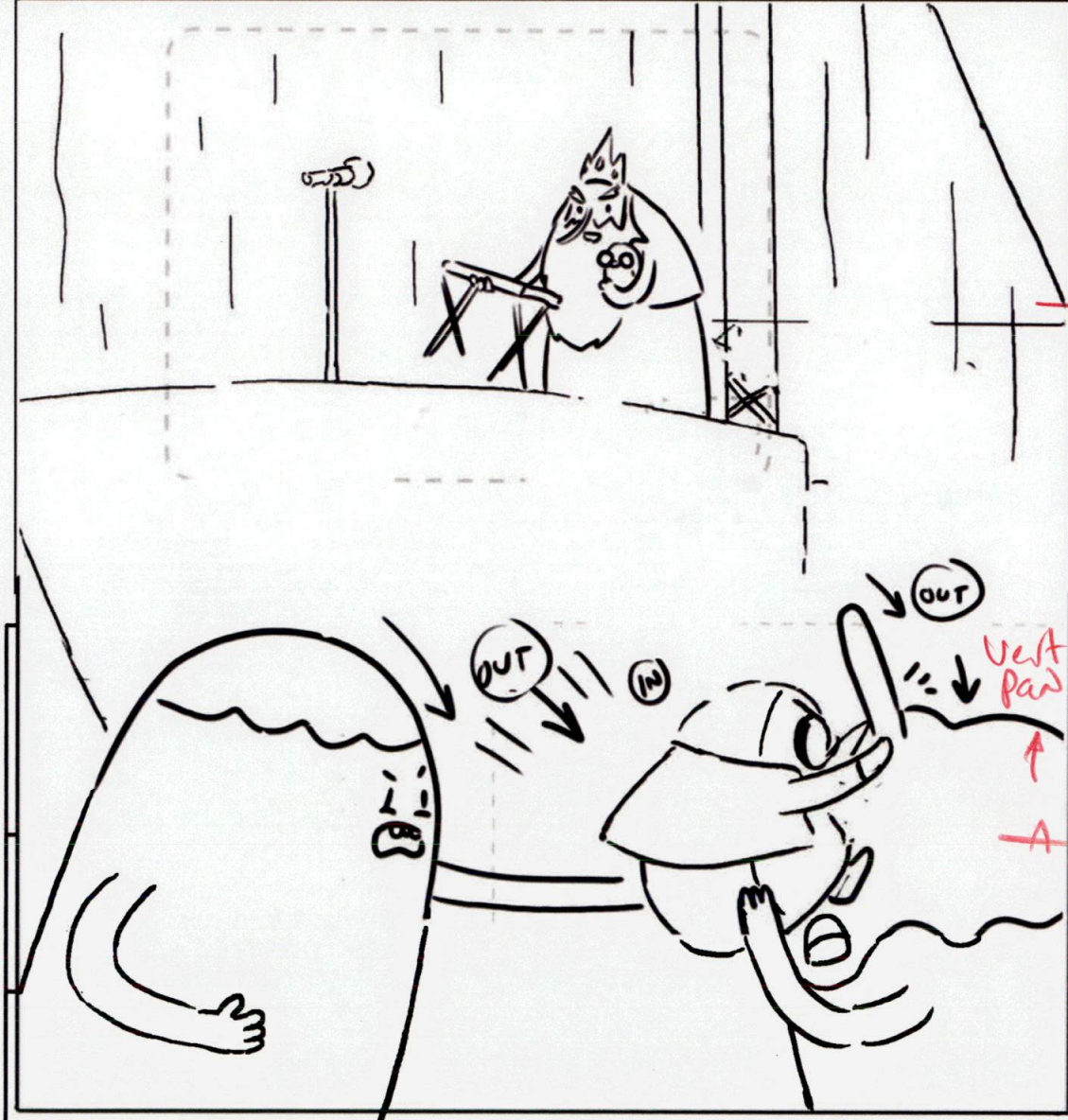
day night

Sc.

Pnl.

Bg.

day night



IK/ Now's our chance.

DEC 10 2015

START (C) *#2* *S/A* (C) *C2*

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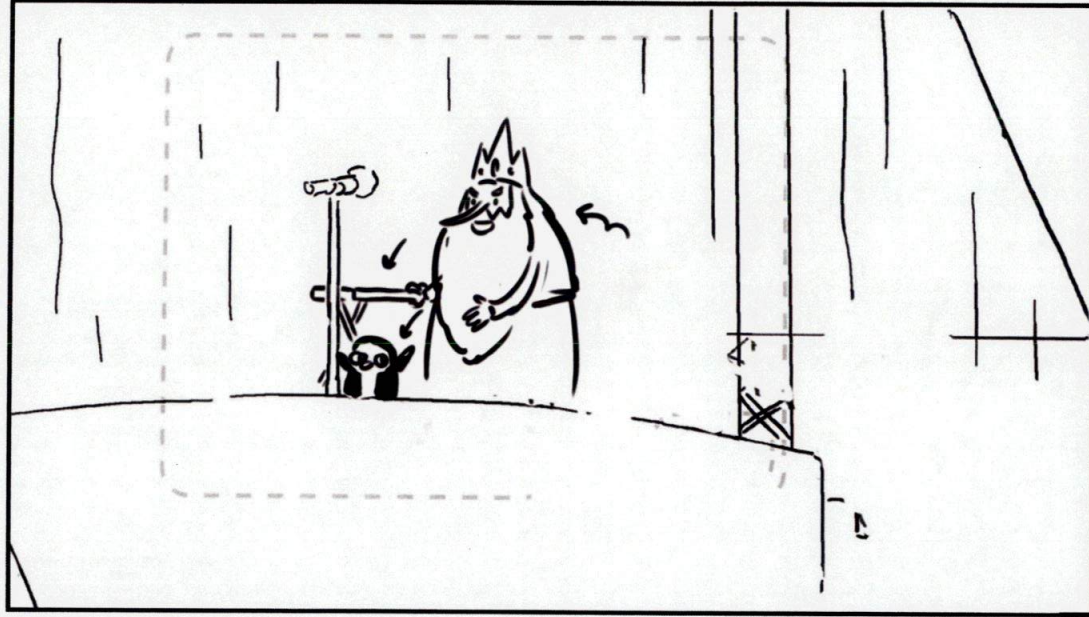
ADVENTURE TIME



NO SC'S
207-208

Page 231

Sc. 206 *cont* Pnl. *E* Bg. day night



Sc. 206 *cont* Pnl. *F* Bg. day night



Dialog:

Action:

DEC 10 2015

Timing:

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Production:

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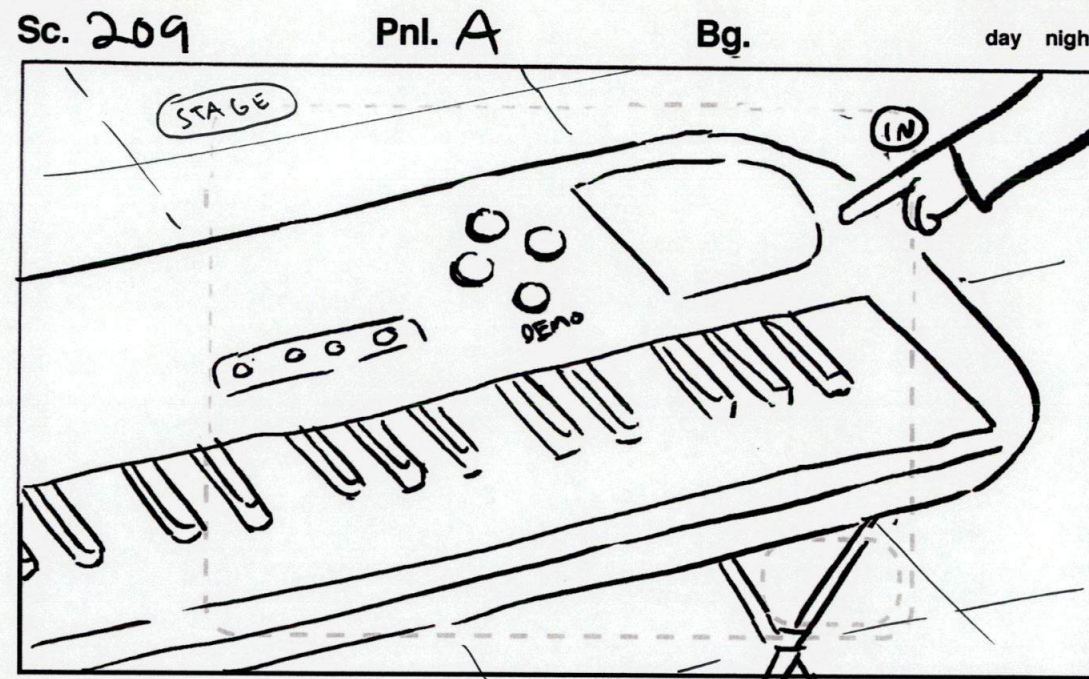
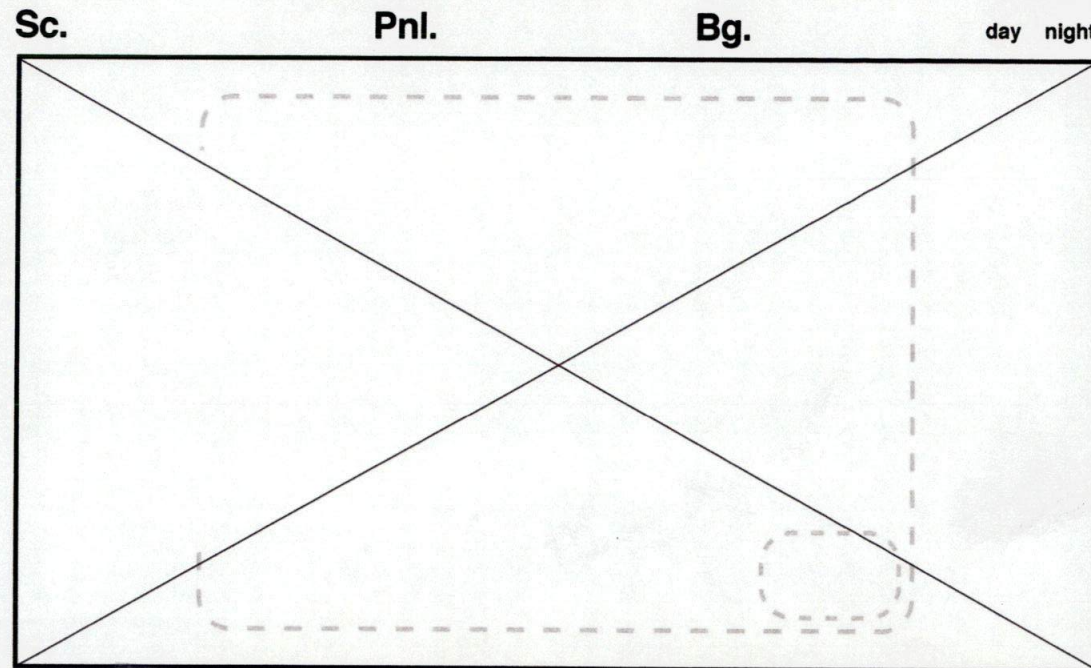
1034/239

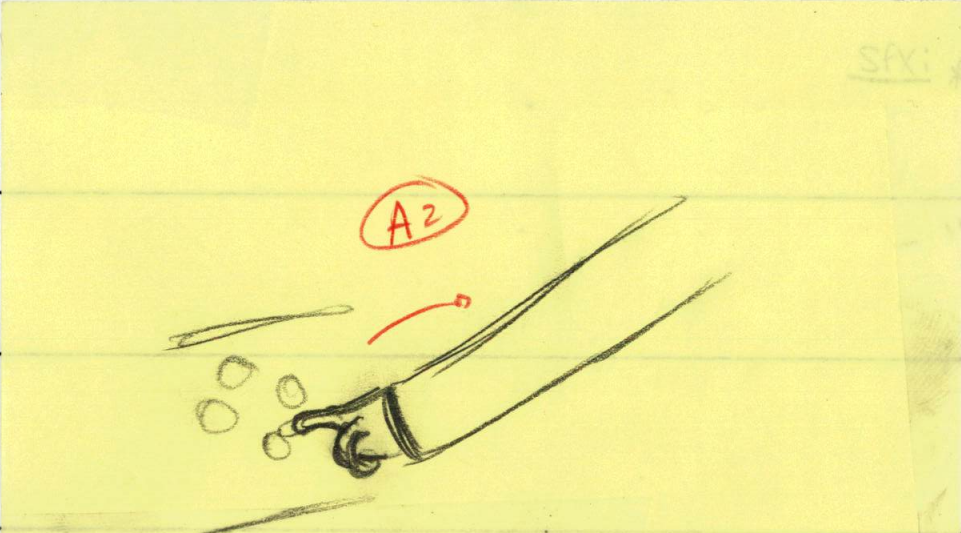
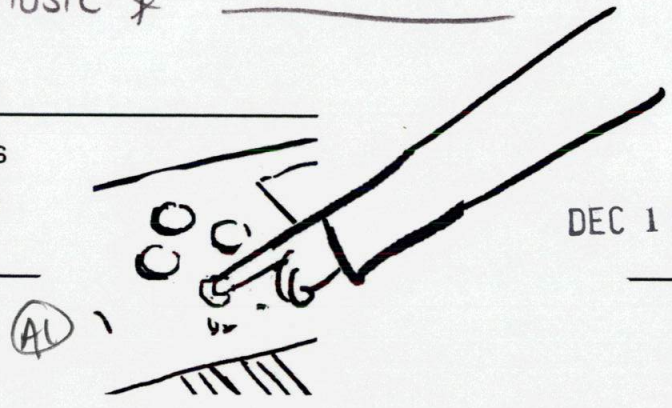
1034/239

ADVENTURE TIME



Page 232



Dialog:	
Action:	
Timing:	<p>DISCO MUSIC *</p> <p>Makin' It starts as IK pushes button</p> <p>DEC 10 2015</p> 

EPISODE # 1034-239

Production #

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1034/239

ADVENTURE TIME



Page **233**

Sc. 210

Pnl. A

Bg.

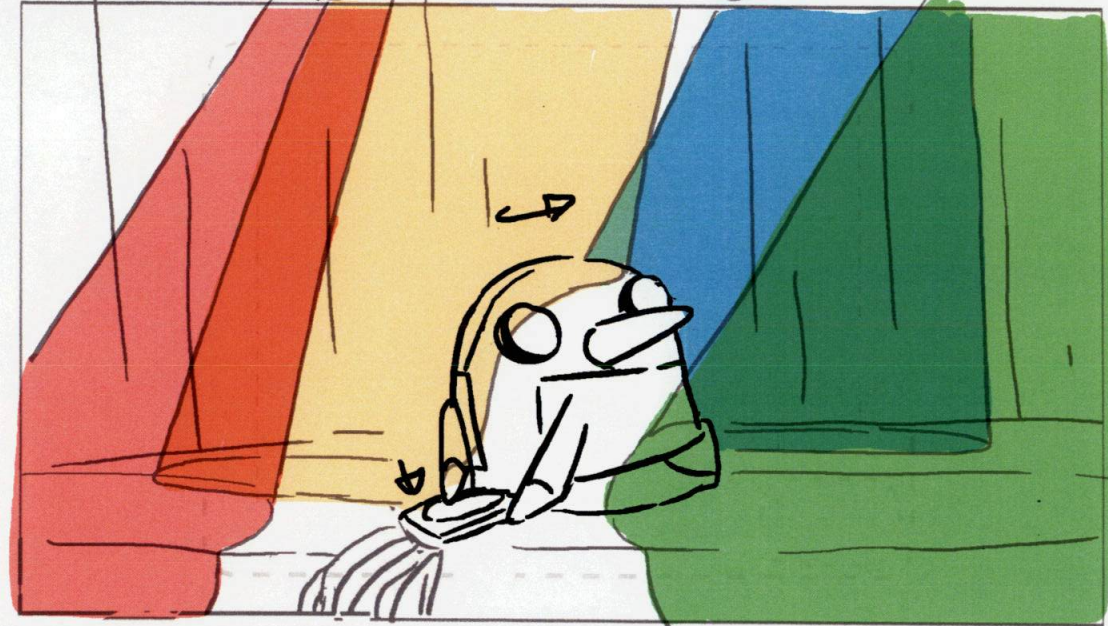
day night



Sc. 210 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: * CLICK *

Action:

— Colored lights come on

DEC 10 2015

Timing:

1034-239

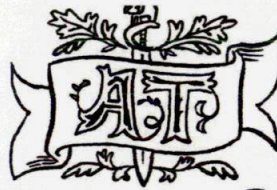
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Production:

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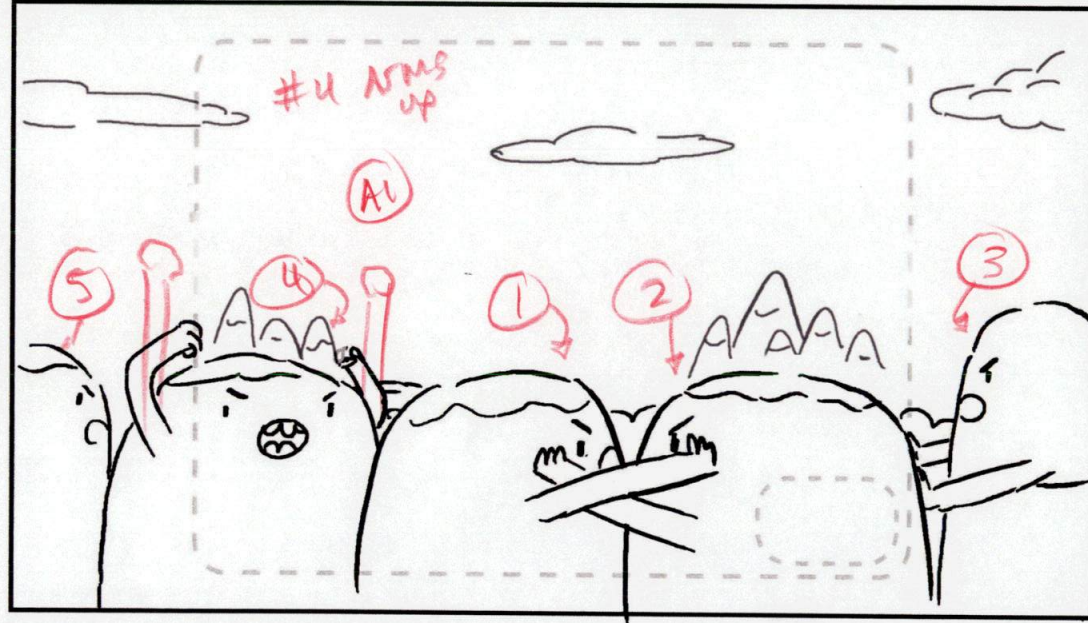


Sc. 211

Pnl. A

Bg.

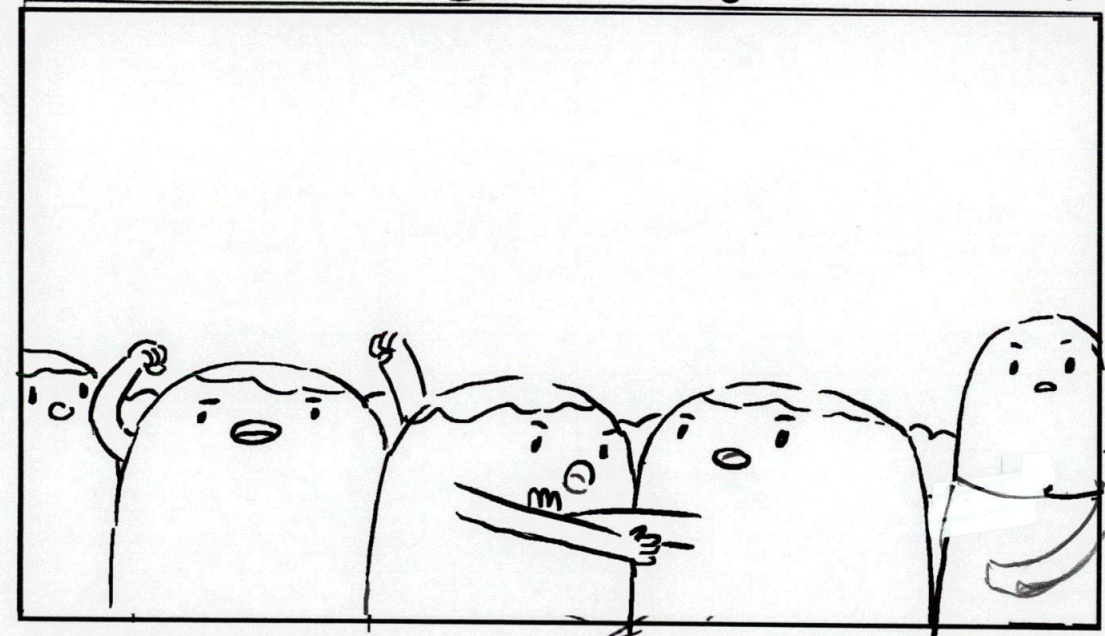
day night



Sc. 211

CONT Pnl. B

Bg.



Page 234
234A NEXT
day night

Dialog:

SFX: * MUSIC CONTINUES *

Action:

- B. GUARDS, CANDY PEOPLE LOOK UP.

DEC 10 2010

Timing:

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Production:

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ADVENTURE TIME



Page 234A

235 NEXT

Sc. 211 *CONT* Pnl. C

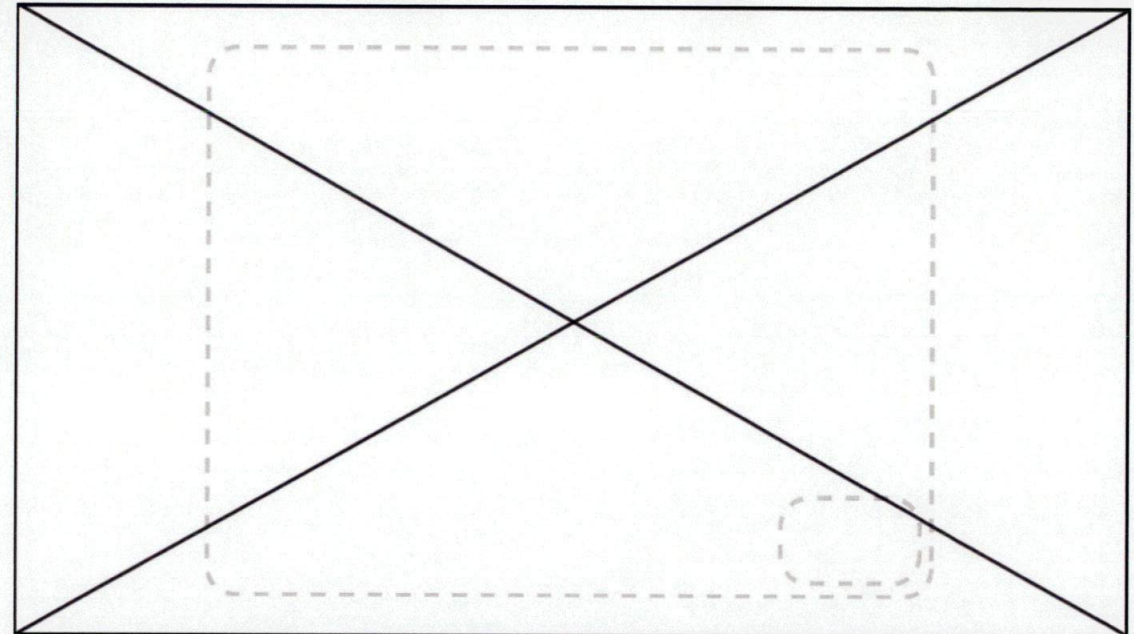
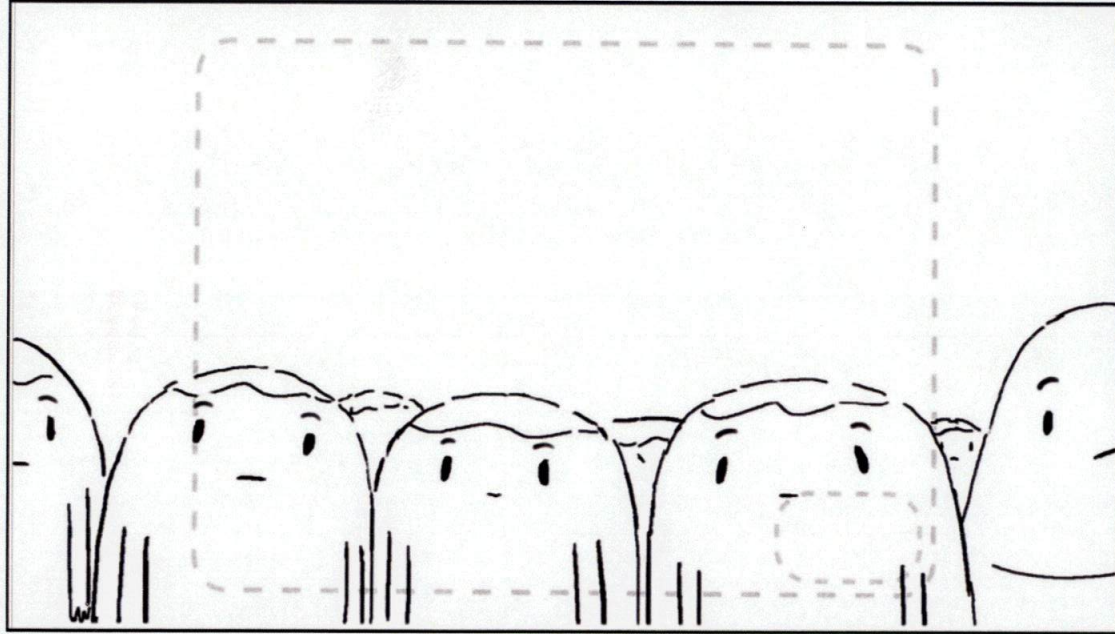
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

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Production :

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ADVENTURE TIME



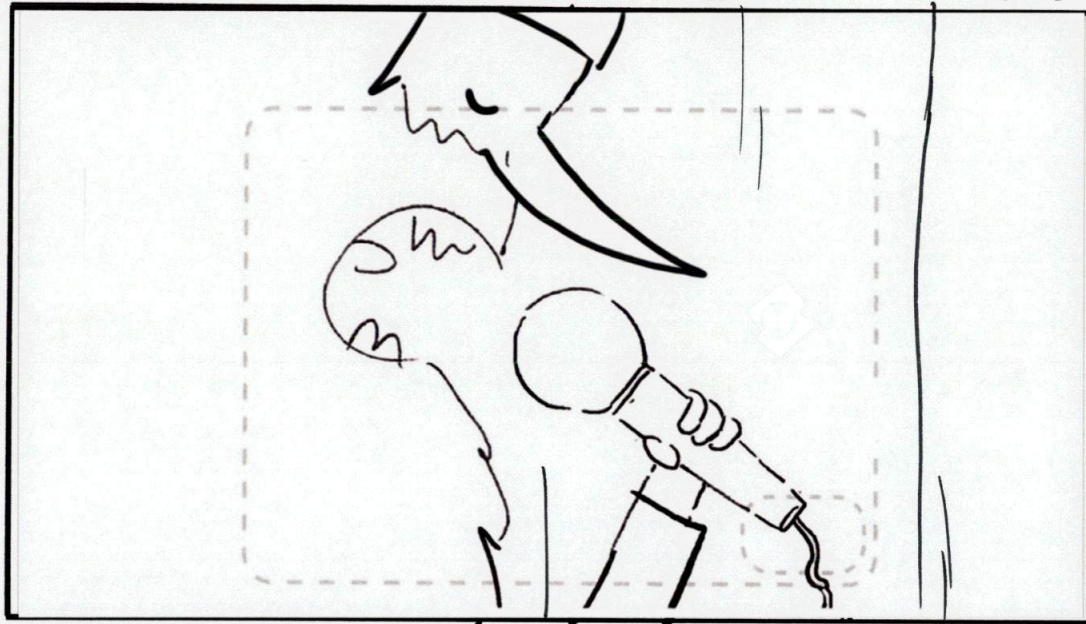
Page **235**

Sc. 212

Pnl. A

Bg.

day night

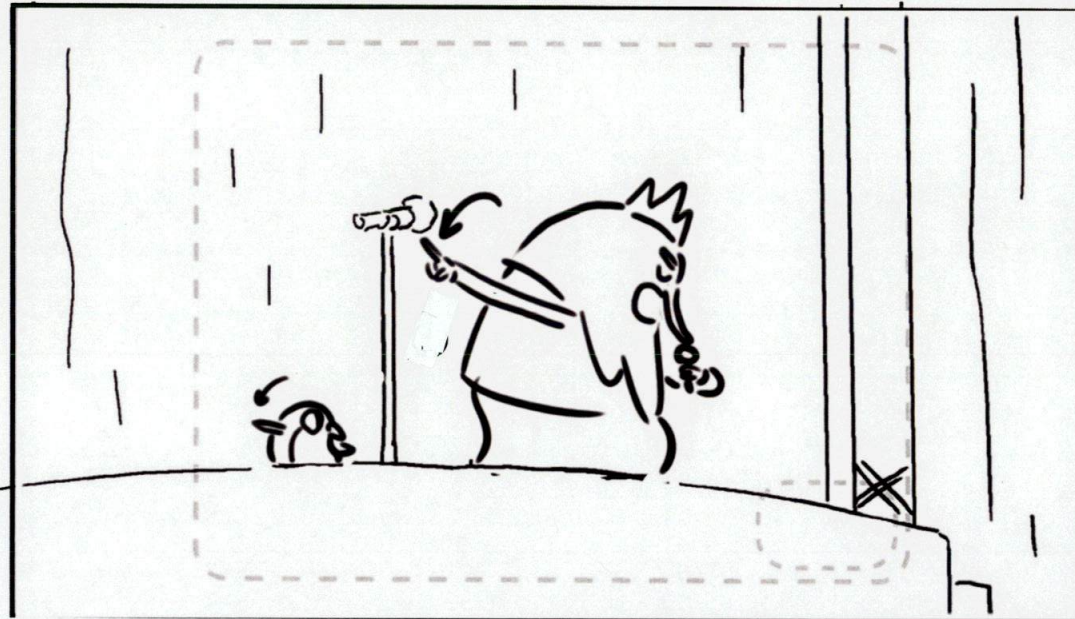


Sc. 213

Pnl. A

Bg.

day night



Dialog:

IK/ You keep on dancin' thru the night,
you never ever get uptight, you know that-

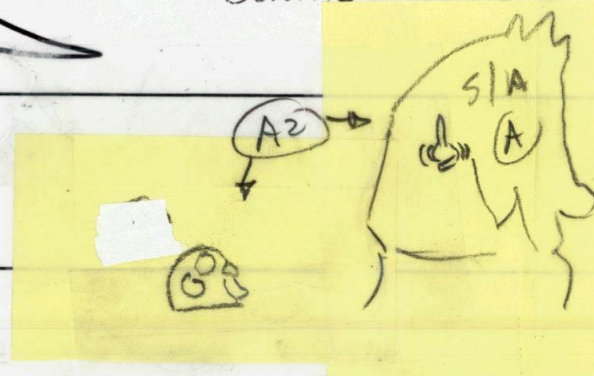
IK/ everything's alright, because you're-

Action:

- IK STARTS SINGING.

- GUNTHER DANCES IN SYNC W/ ICE KING
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Timing:



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ADVENTURE TIME



Sc. 2B CONT Pnl. B

Bg.

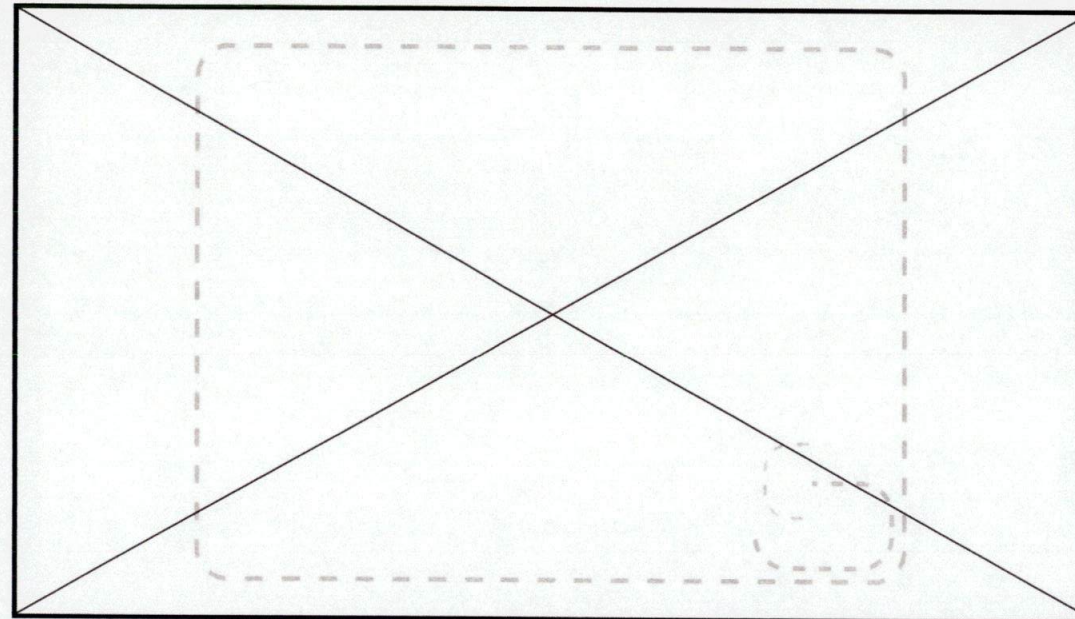
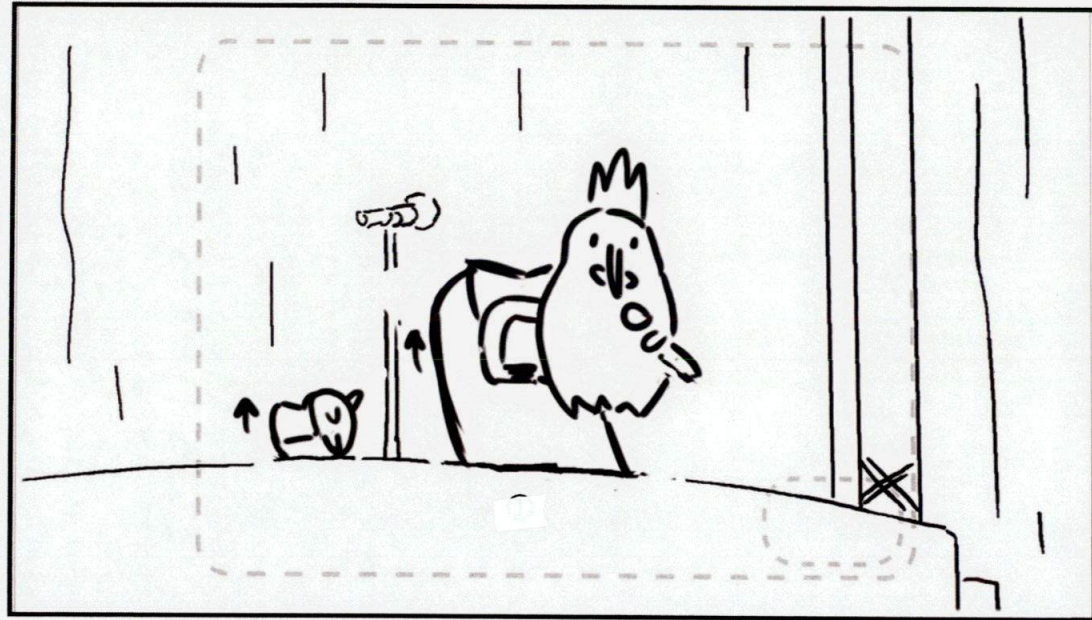
day night

Sc.

Pnl.

Bg.

day night

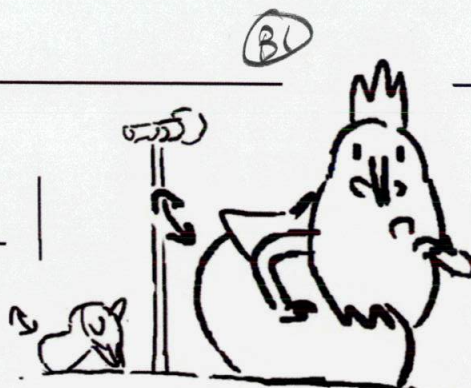


Dialog:

IK/ dancing..

Action:

Timing:



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Production:

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ADVENTURE TIME



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237A NEXT
day night

Sc. 214

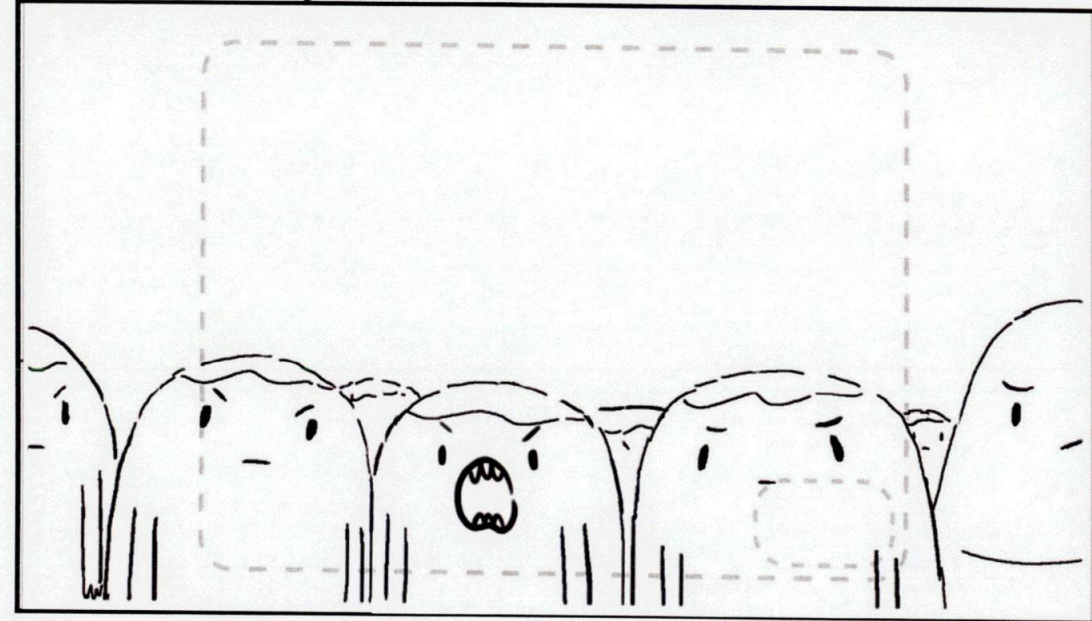
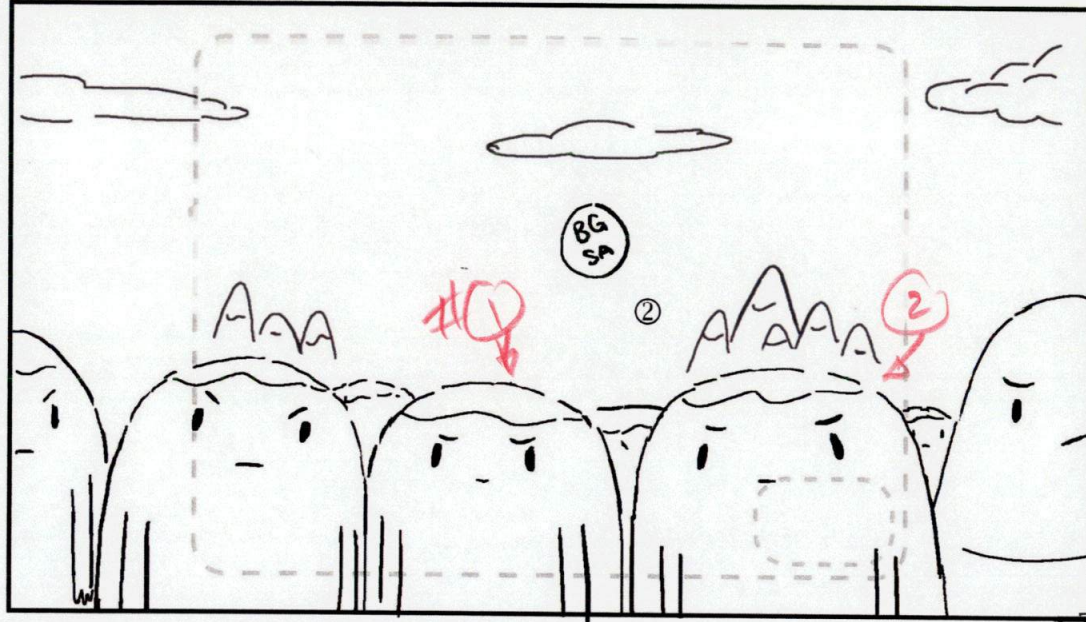
Pnl. A

Bg.

day night

Sc. 214 CONT Pnl. B

Bg.



Dialog:

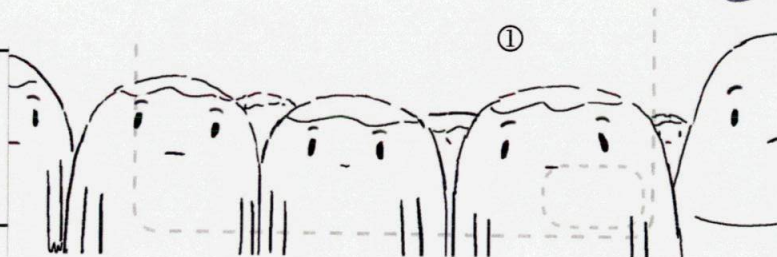
IK/ (O/S) You had a boogie-woogie-

Action:

- CANDY PEOPLE GET ANGRY AGAIN

(A)

Timing:



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Production:

EPISODE #

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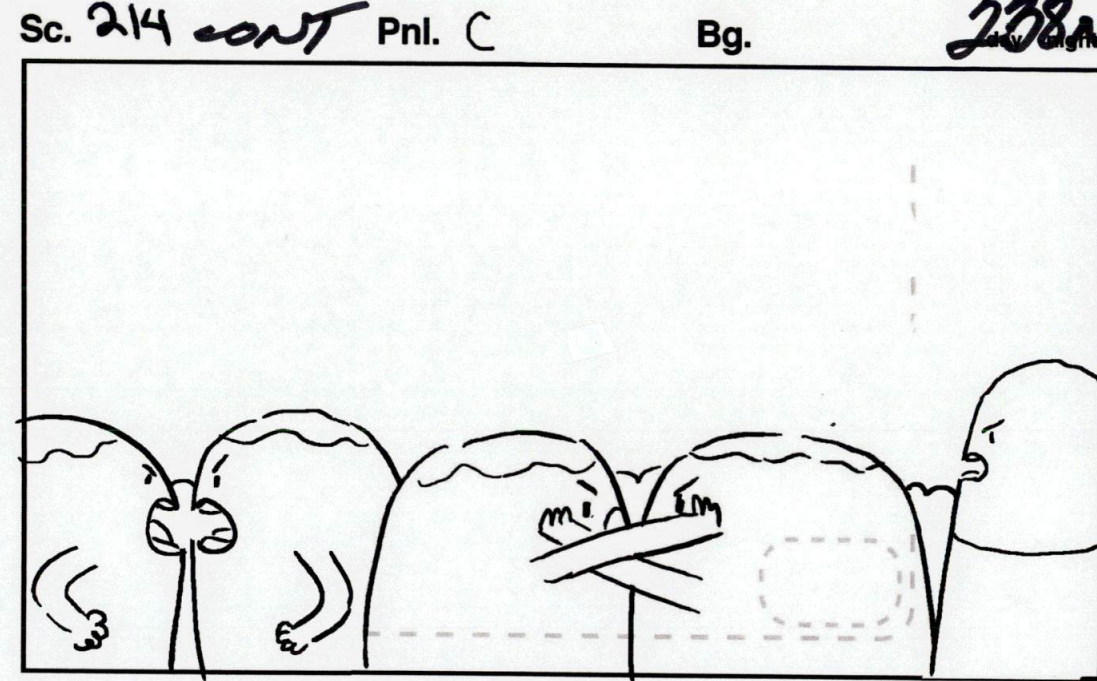
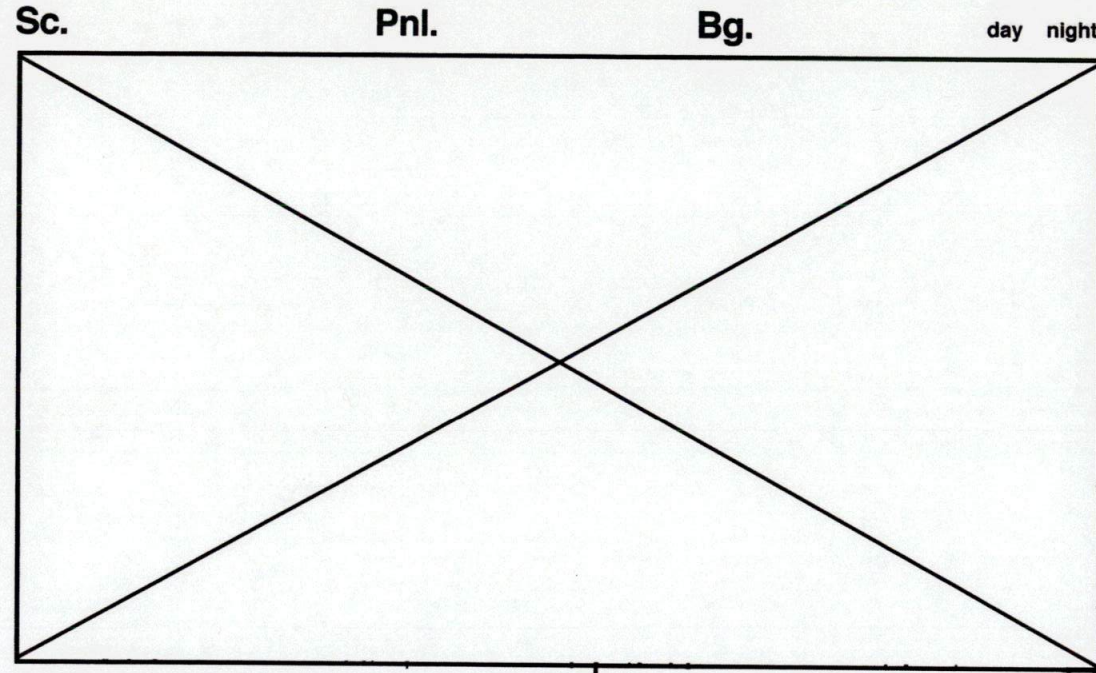
1034/239

1034/239

ADVENTURE TIME



Page **237A**
238 NEXT



Dialog:		IK/ (O/S) day, -	
Action:		- CANDY PEOPLE FIGHT, IGNORE ICE KING	
Timing:		DEC 10 2011	

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EPISODE #

1034/239

Production:

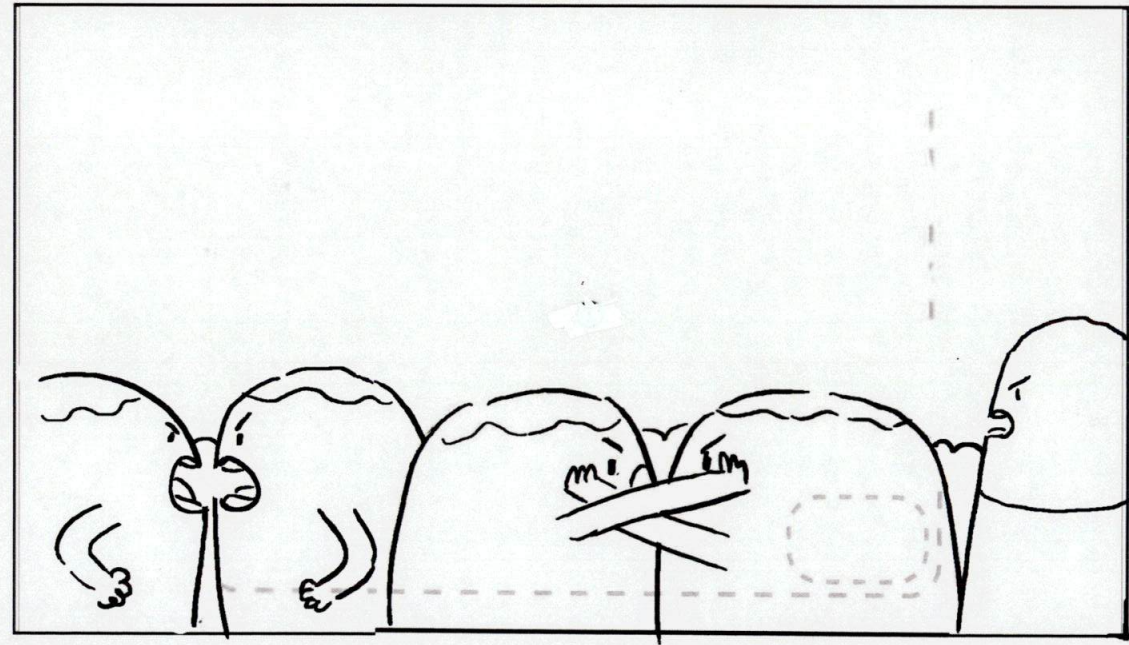
1034/239

1034/239

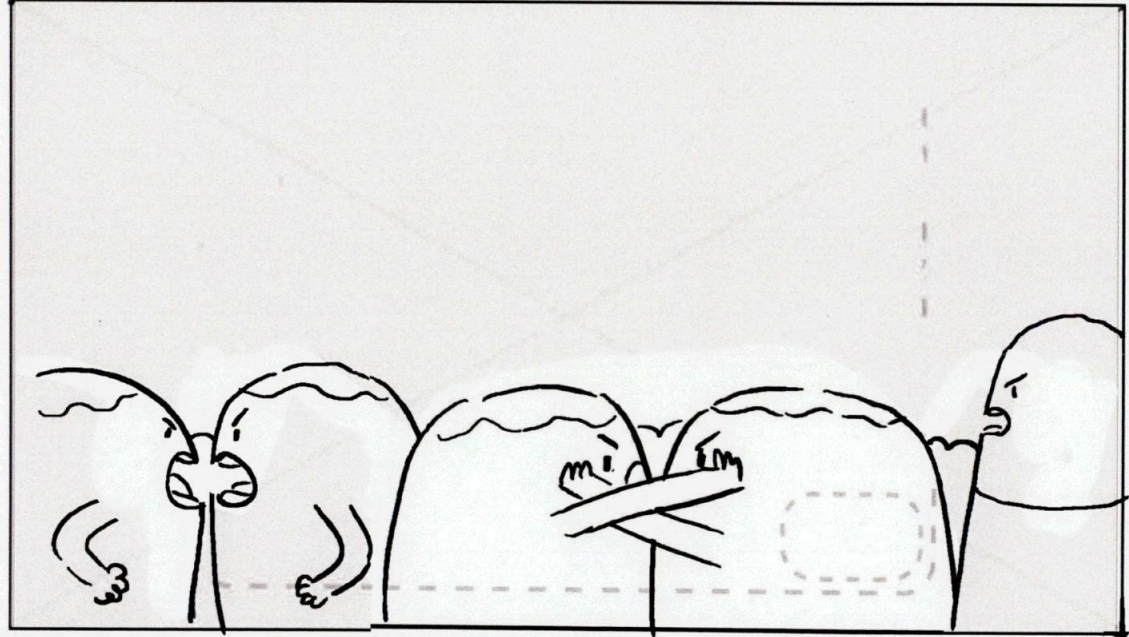
ADVENTURE TIME



Sc.214 *cont* Pnl. D Bg. day night



Sc. 214 *cont* Pnl. E Bg. day night



Dialog:
IK/ (O/S) and now it's time to make a play, -

Action:

Timing:

DEC 10 2015

EPISODE #

1034/239

Production :

1034/239

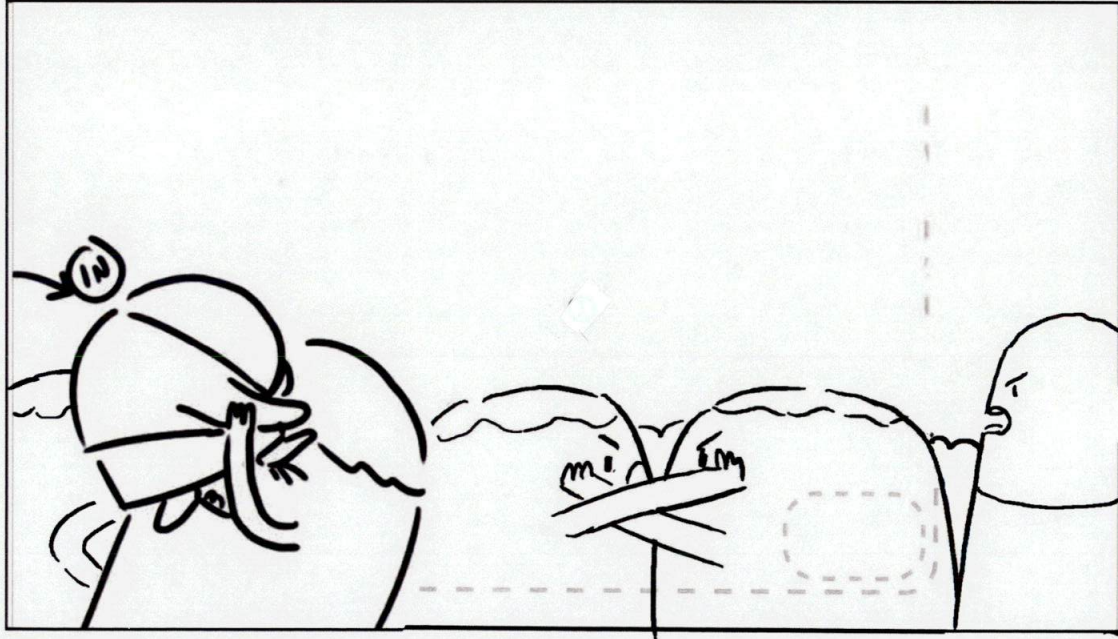
1034/239

ADVENTURE TIME

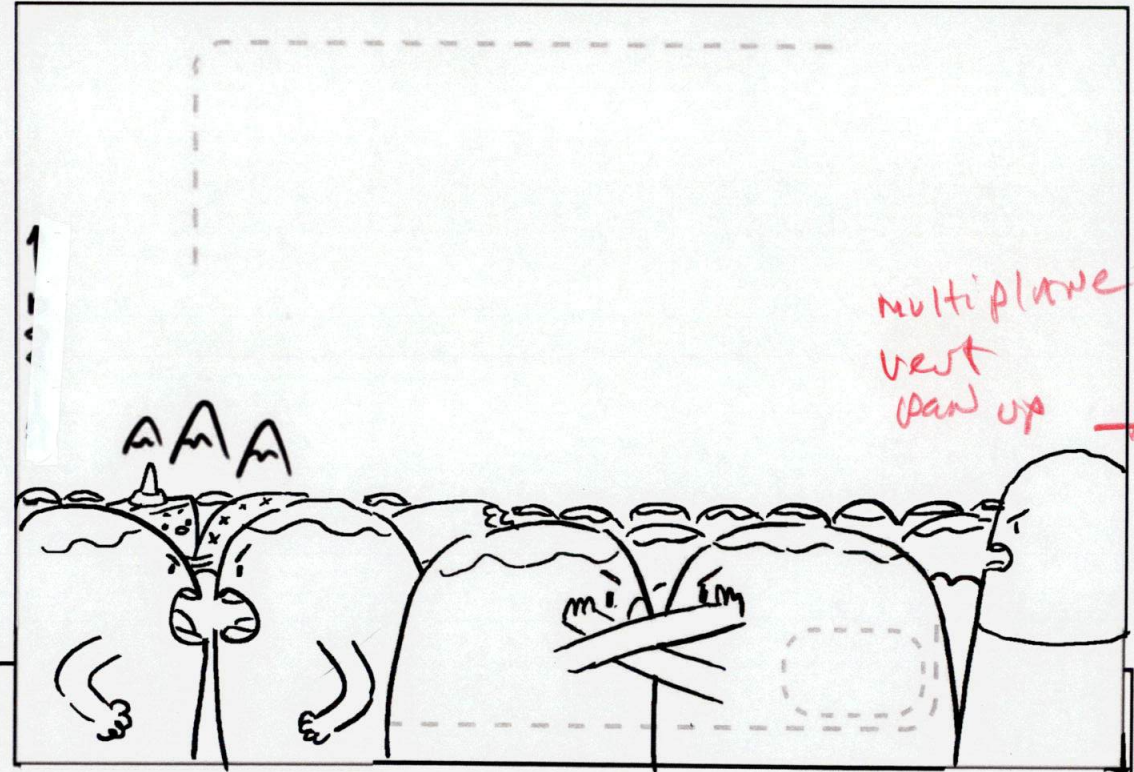


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Sc. 214 *cont* Pnl. F Bg. day night



Sc. 214 *cont* Pnl. G Bg. day night

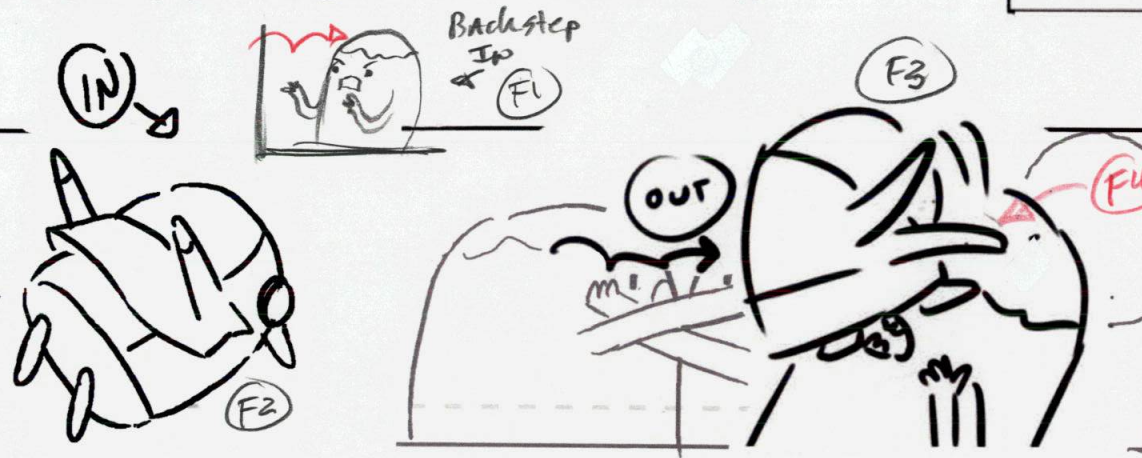


Dialog:

IK/ (O/S) you've gotta find a better way, -

Action:

Timing:



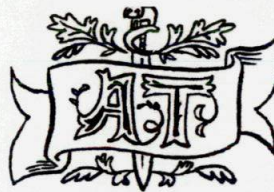
- BG + CROWD LAYERS MULTIPLANE TO IMPLY CHANGE IN CAMERA ANGLE
DEC 10 2015

EPISODE #

Production :

1034/239

ADVENTURE TIME

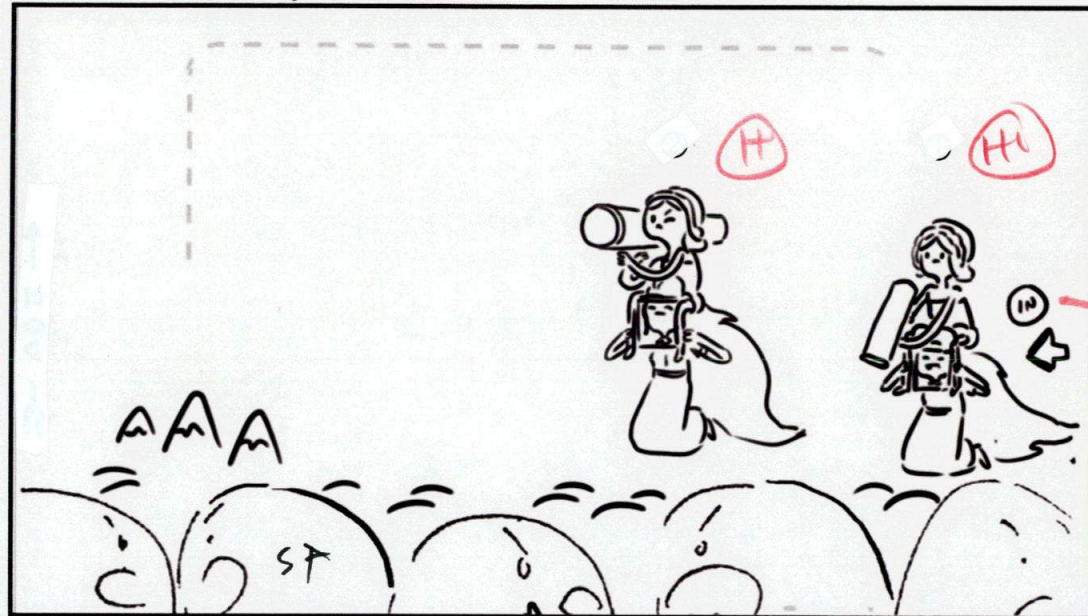


Page 240

Sc. 214 cont Pnl. H

Bg.

day night

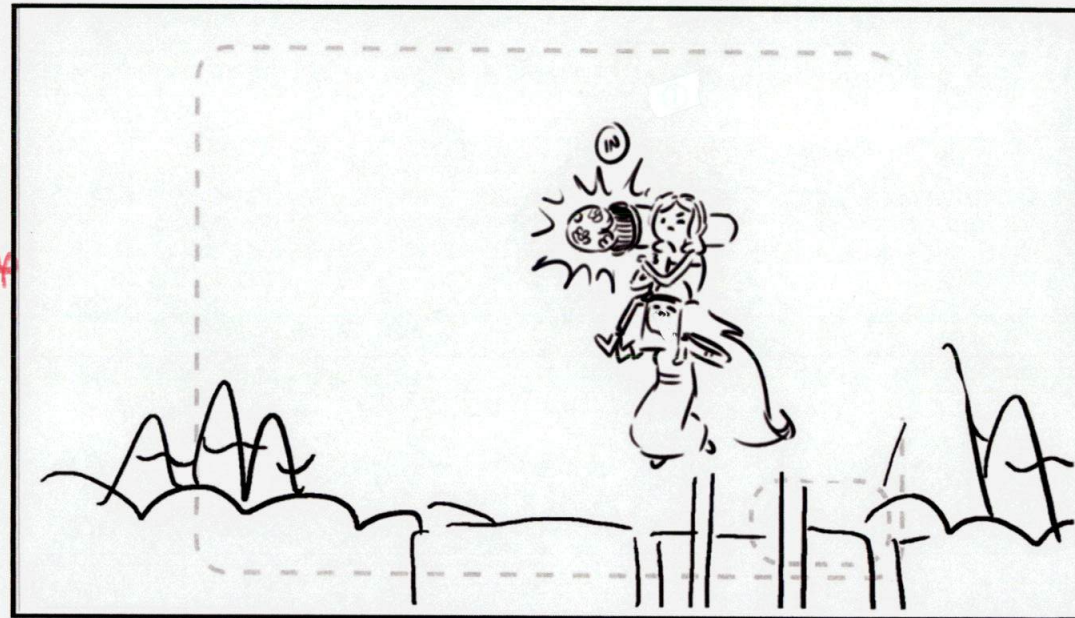


Sc. 216

Pnl. B

Bg.

day night



Dialog:

IK/ (O/S) You've gotta do the do the do the do the -

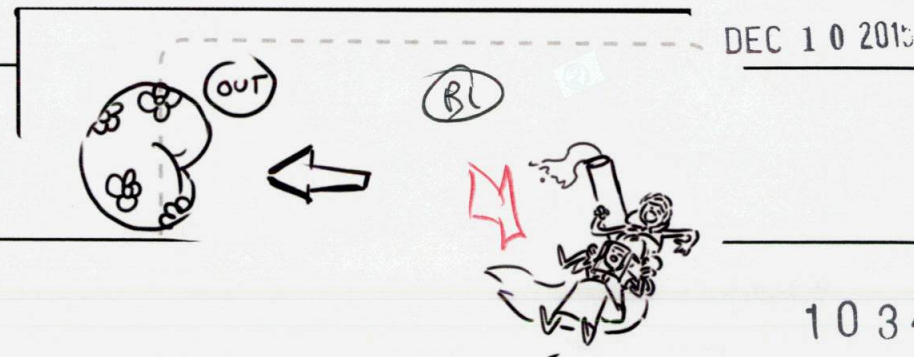
SFX: * POOM! *

Action:

- M + PB FLY ON/S.

- PB FIRES BEAN BAG CHAIR CANNON.

Timing:



DEC 10 2015

Production:

EPISODE #

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1034/239

ADVENTURE TIME



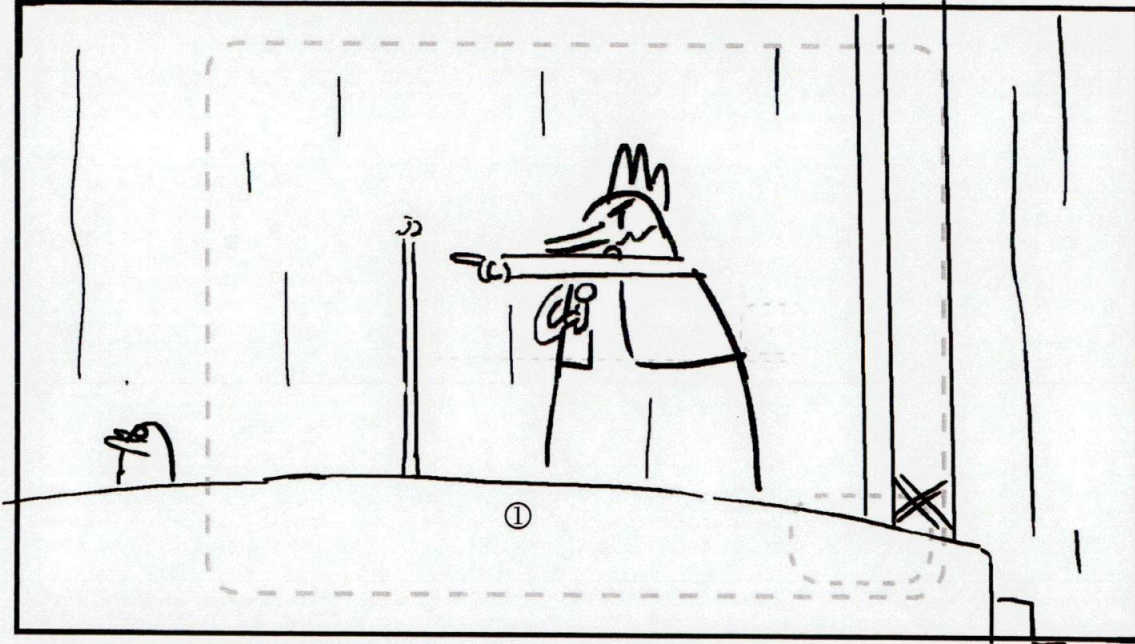
Page 241

Sc. 217

Pnl. A

Bg.

day night



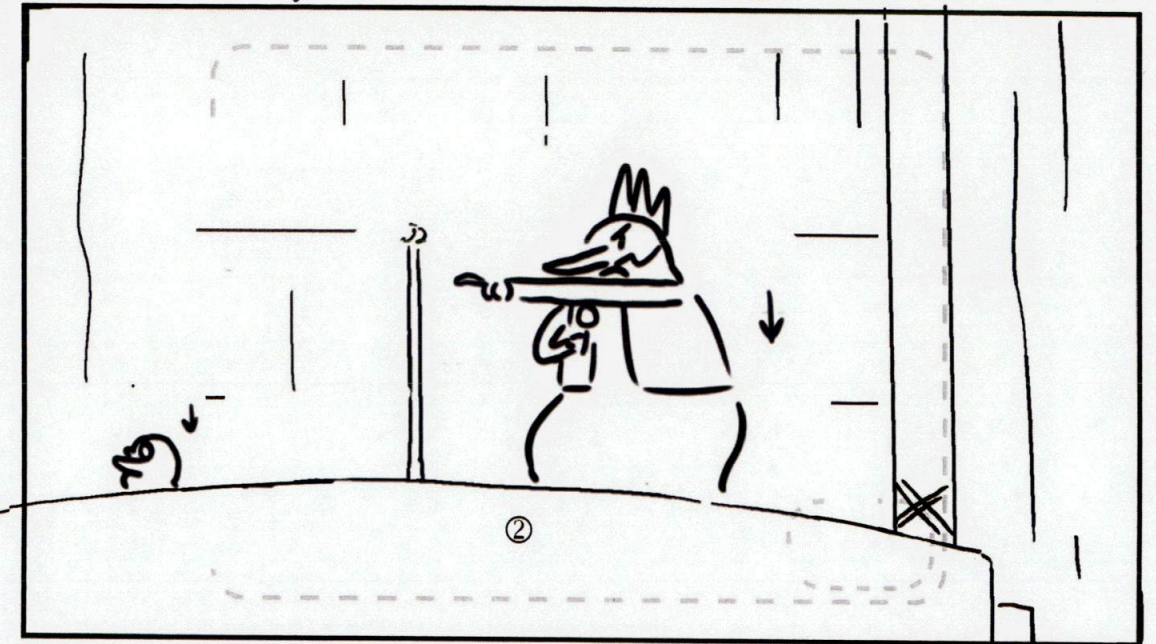
Sc. 217

cont

Pnl. B

Bg.

day night



Dialog:

IK/ Boogaloo-

Action:

Timing:

DEC 10 2013

1034-239

EPISODE #

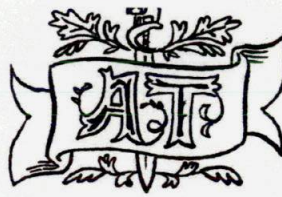
1034/239

Production:

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ADVENTURE TIME

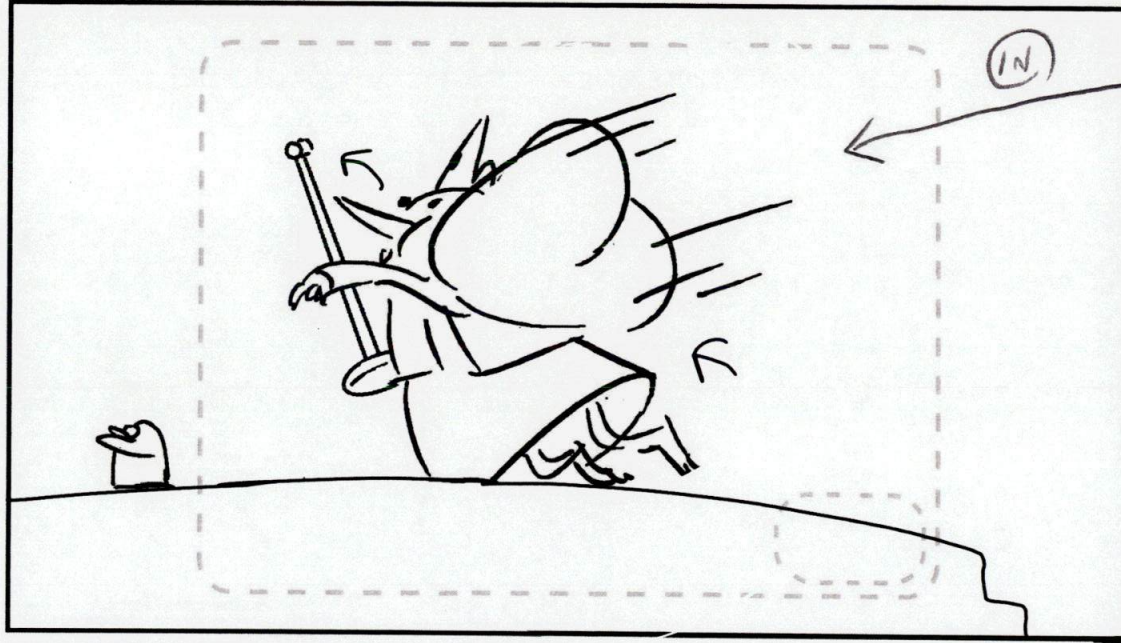


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Sc. 217 *cont* Pnl. C

Bg.

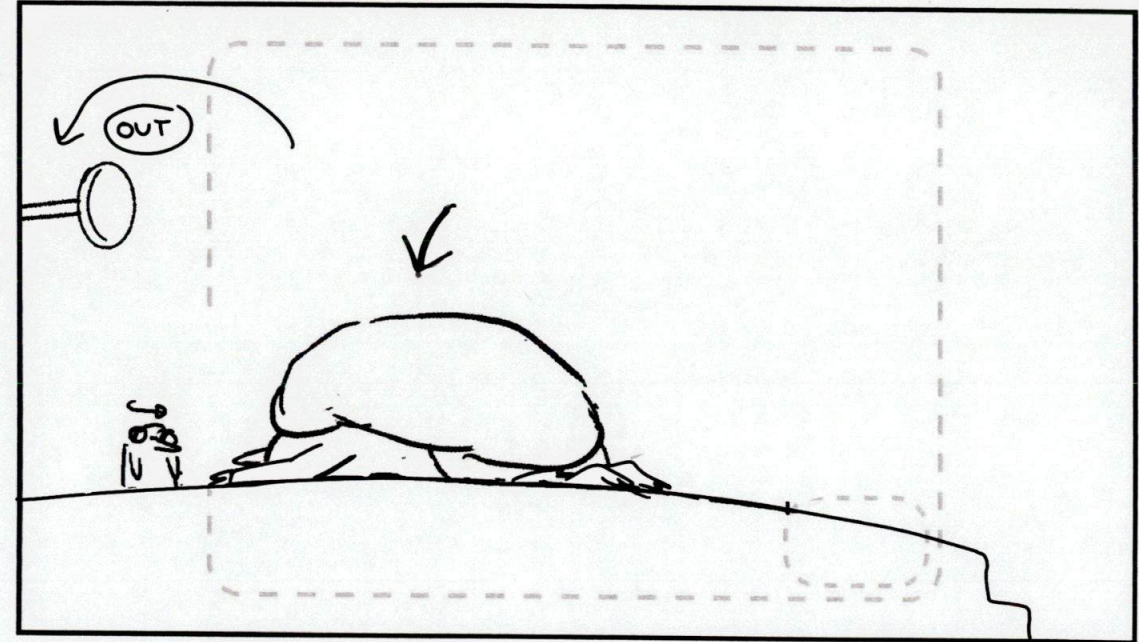
day night



Sc. 217 *cont* Pnl. D

Bg.

day night



Dialog:

IK: OOF!

Sfx: * FEEDBACK *

Action:

- BEAN BAG CHAIR HITS IK.

DEC 10 2011

Timing:

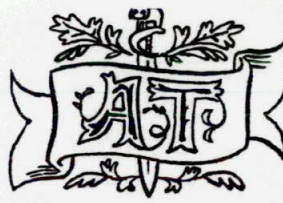
EPISODE # 1034-239

Production:

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ADVENTURE TIME

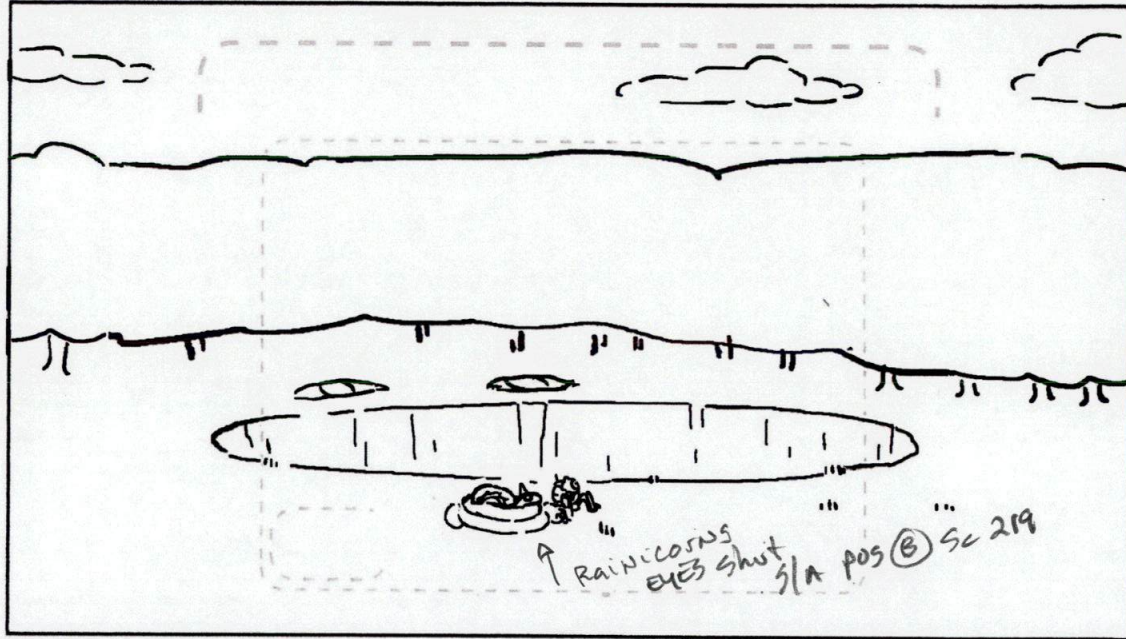


Sc. 218

Pnl. A

Bg.

day night

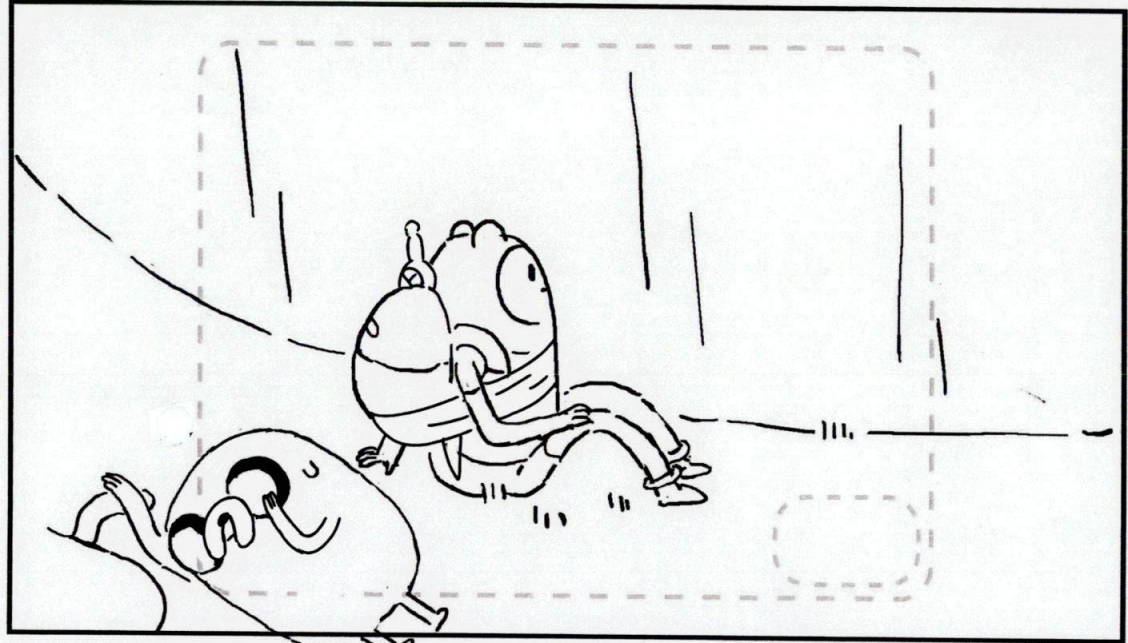


Sc. 219

Pnl. A

Bg.

Page 243
243A NEXT
day night



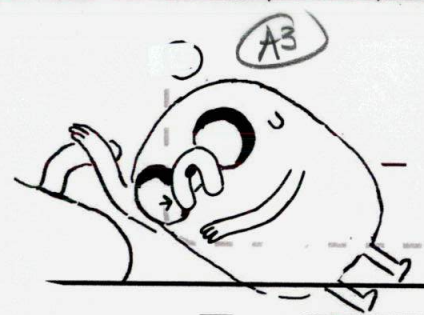
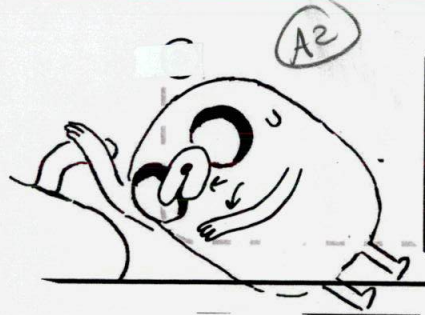
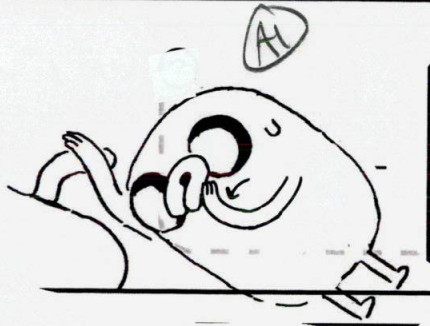
Dialog: MH: YOU KNOW WHAT - I ENVY YOU,
I'VE ALWAYS WANTED TO BE HEARD.
by everyone

MH: That's what friends are, right? Just
people to observe you,

- J. LIGHTLY SLAPS JOWLS THROUGHOUT SCENE
- CYCLE (A) (M) (A2) (A3) (A4)

Action:

Timing:



DEC 10 2015

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1034/239

1034/239

ADVENTURE TIME



day night

Sc.

219 *cont*

Pnl.

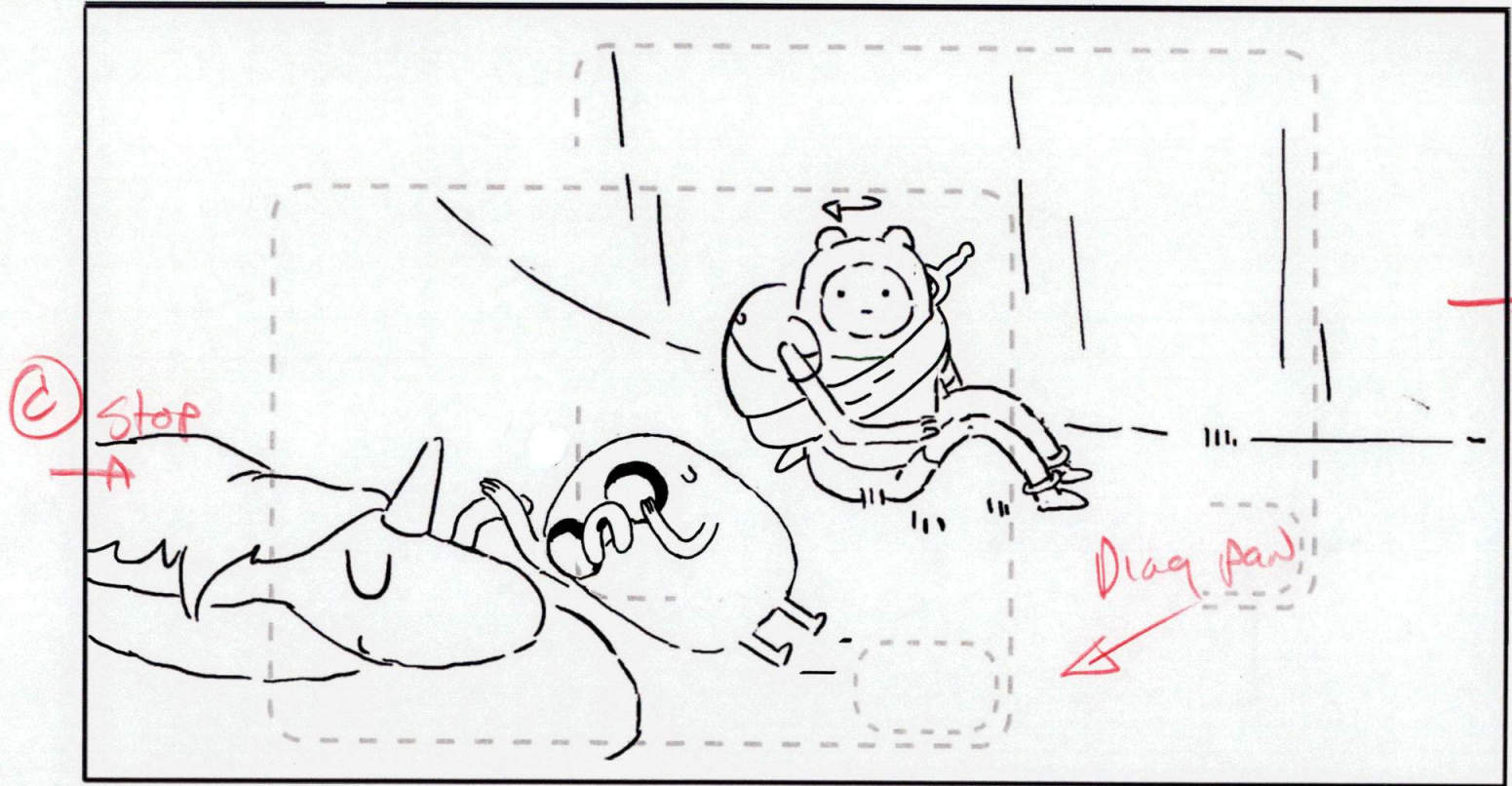
B

Bg.

Page

243A

244 NEXT
day night



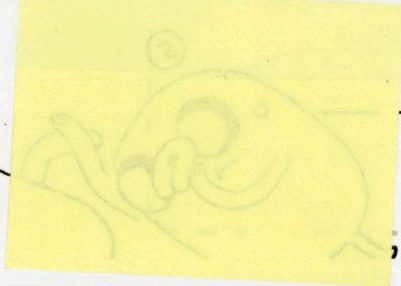
MH: people to enjoy your song

Dialog:

Action:

- T. CONTINUES LIGHTLY SLAPPING JOWLS

Timing:



DEC 10 20

EPISODE #

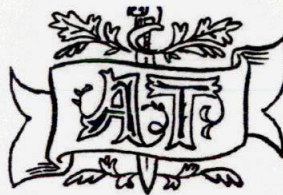
1034/239

Production:

1034/239

1034/239

ADVENTURE TIME



Page 244

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
219	cont	C		

Dialog:	(J) Hey, bud -
Action:	- J. ROLLS TOWARDS FINN DEC 10 20'
Timing:	

1034-239

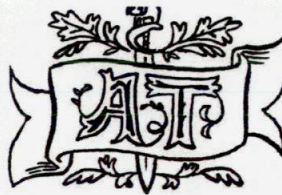
EPISODE #

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Production:

1034/239

ADVENTURE TIME



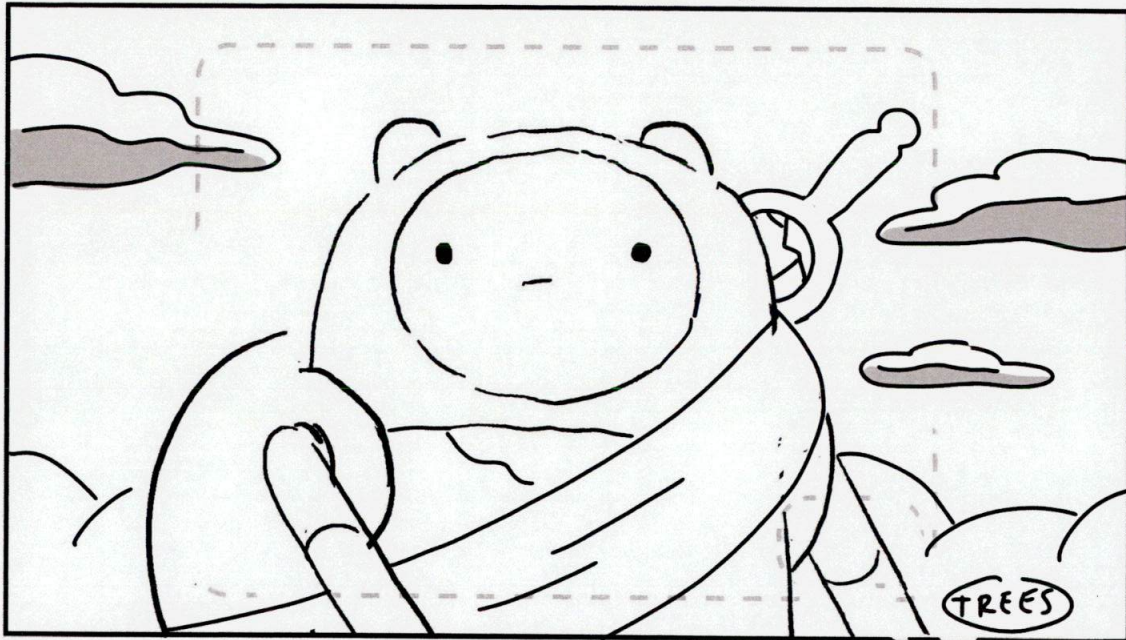
Page 245

Sc. 220

Pnl. A

Bg.

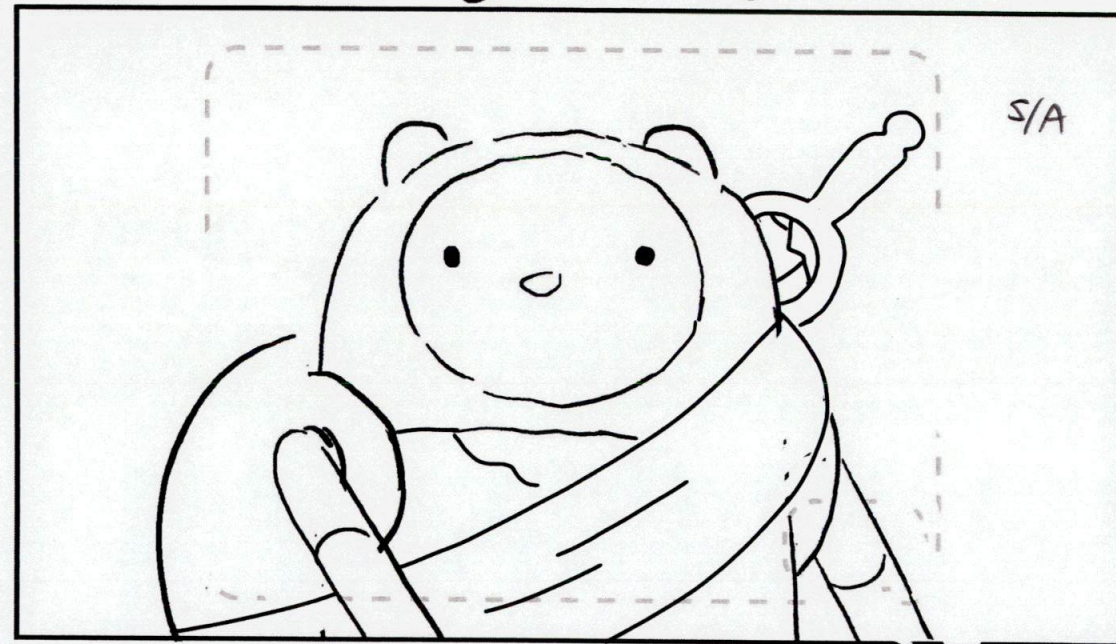
day night



Sc. 220 cont Pnl. B

Bg.

day night



Dialog:

(F) YEAH,,, I'M LUCKY,

Action:

DEC 10 2015

Timing:

1034-239

EPISODE #

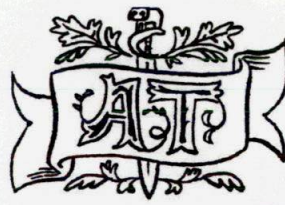
1034/239

Production:

1034'239

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ADVENTURE TIME

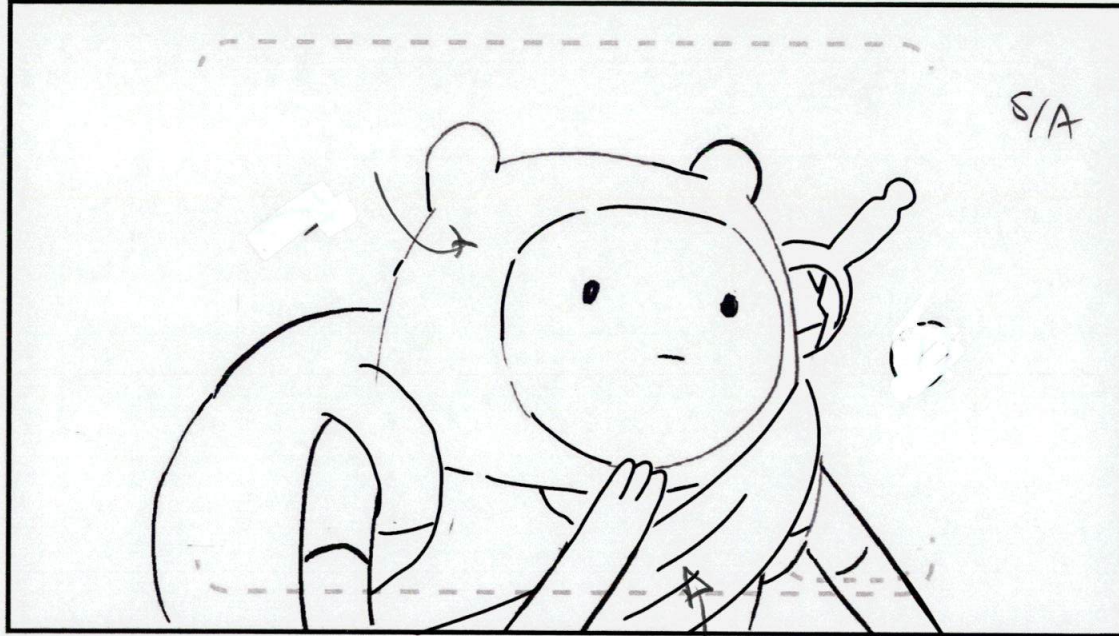


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Sc. 220 cont Pnl. C

Bg.

day night

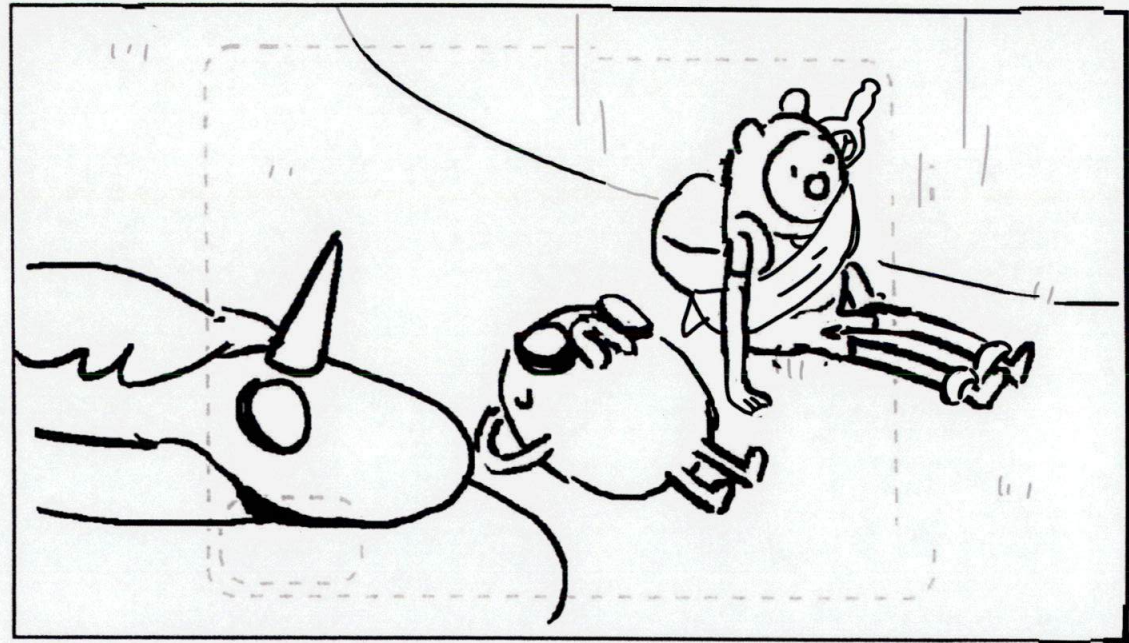


Sc. 221

Pnl. A

Bg.

day night

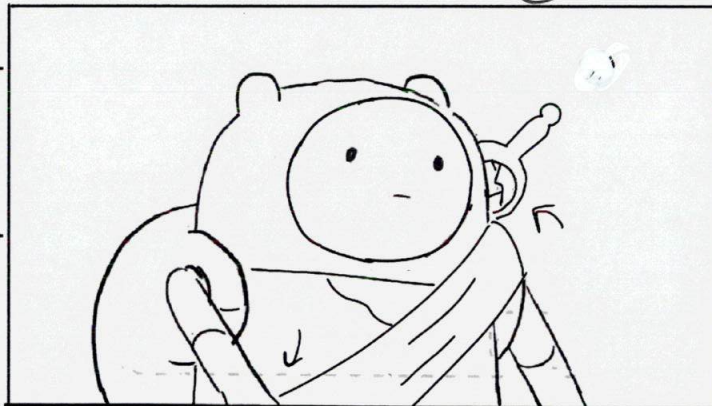


Dialog:

(F) JAKE, I've selected the winner of the

Action: - Finn thinks.

Timing:



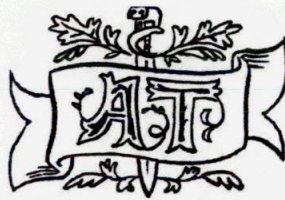
DEC 10 2015

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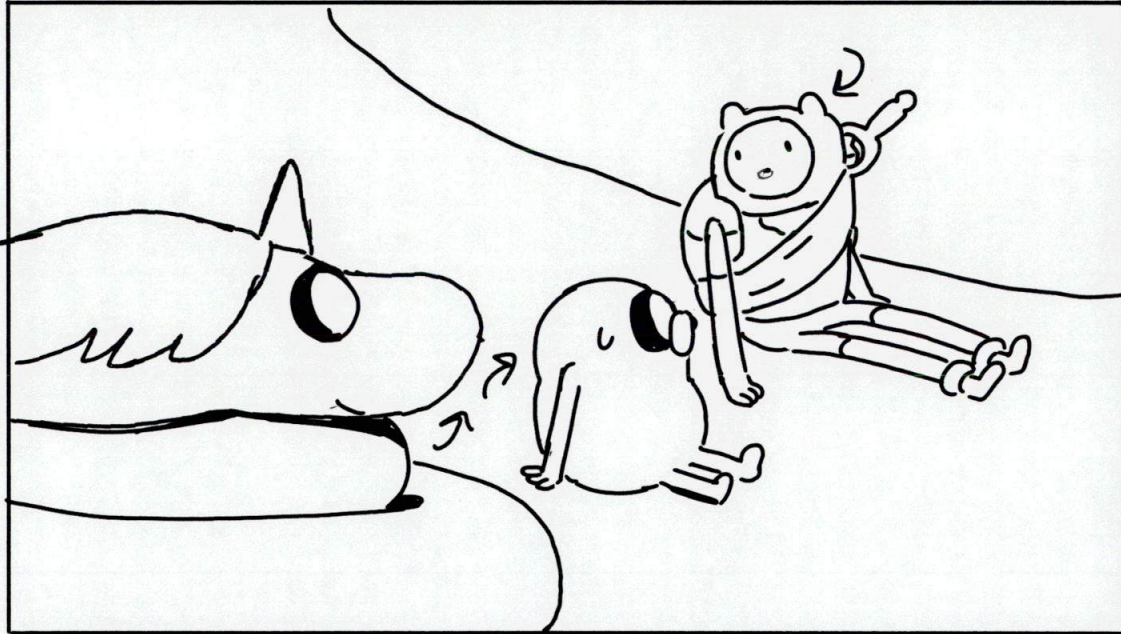
ADVENTURE TIME

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Sc. 221 *CONT* Pnl. B

Bg.

day night

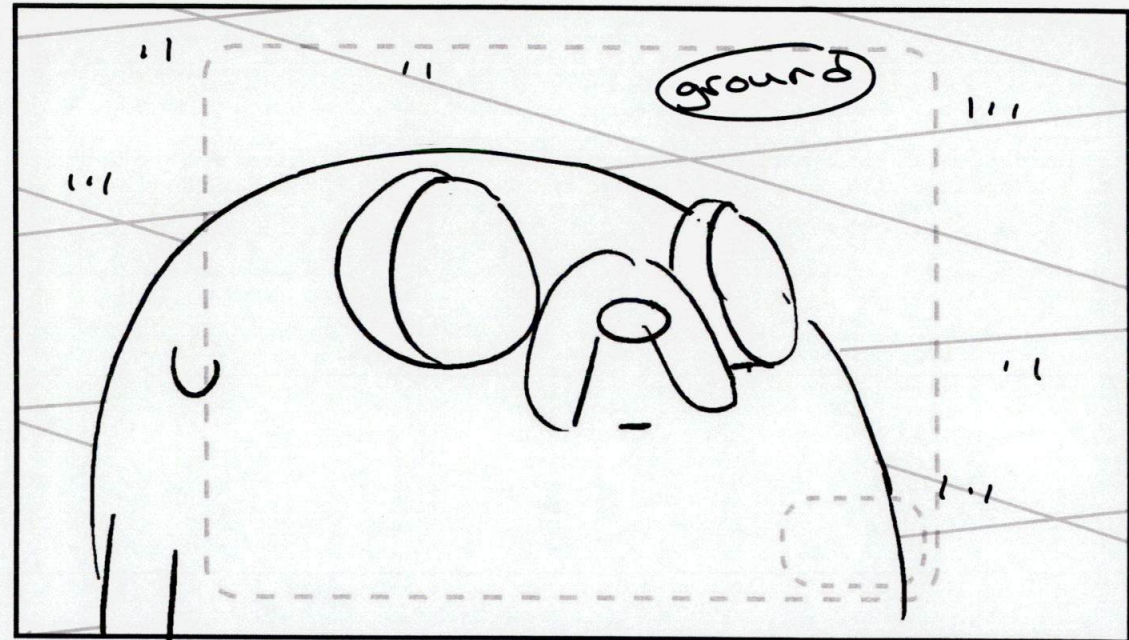


Sc. 222

Pnl. A

Bg.

day night



Dialog:

F: battle of the bands.

Action:

- F, J, LADY TURN TOWARDS
EACH OTHER.

DEC 10 2015

Timing:

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EPISODE #

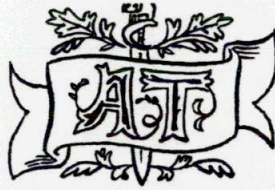
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Production:

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ADVENTURE TIME

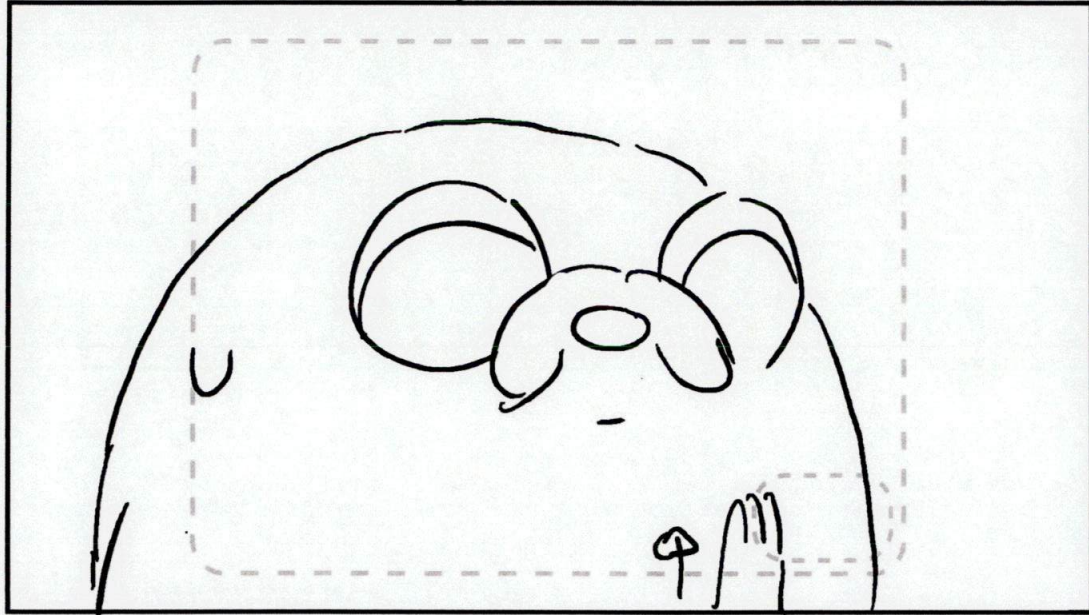


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Sc. 222 cont Pnl. B

Bg.

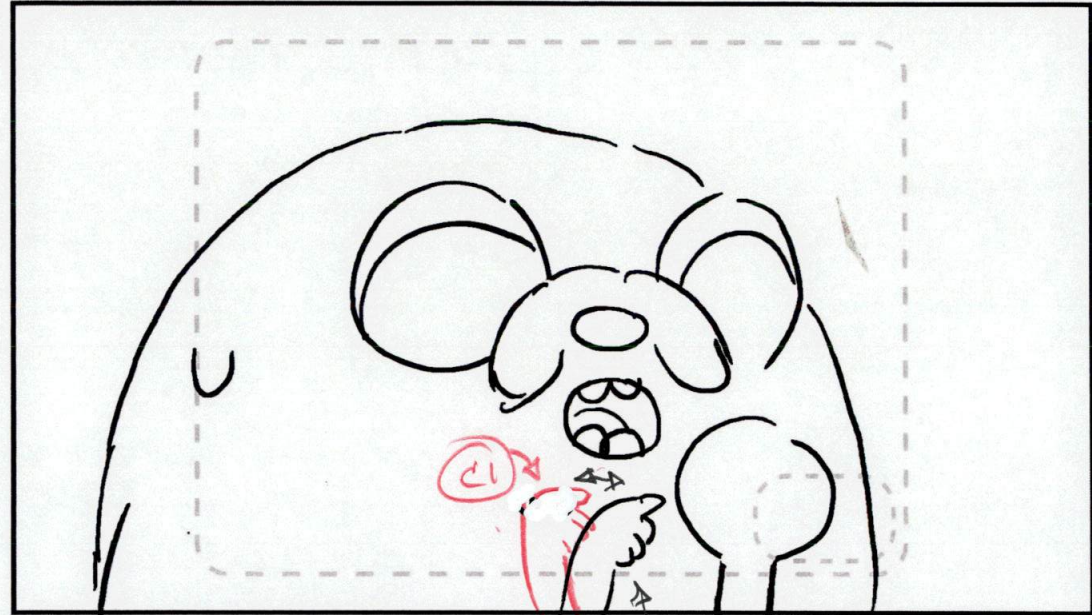
day night



Sc. 222 cont Pnl. C

Bg.

day night



Dialog:

(J) AHEN,

Action:

— J's hand transforms into microphone.

DEC 10 2011

Timing:

1034-239

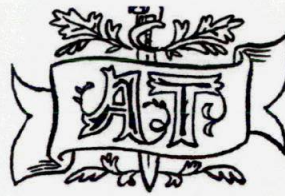
EPISODE #

1034/239

Production:

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ADVENTURE TIME

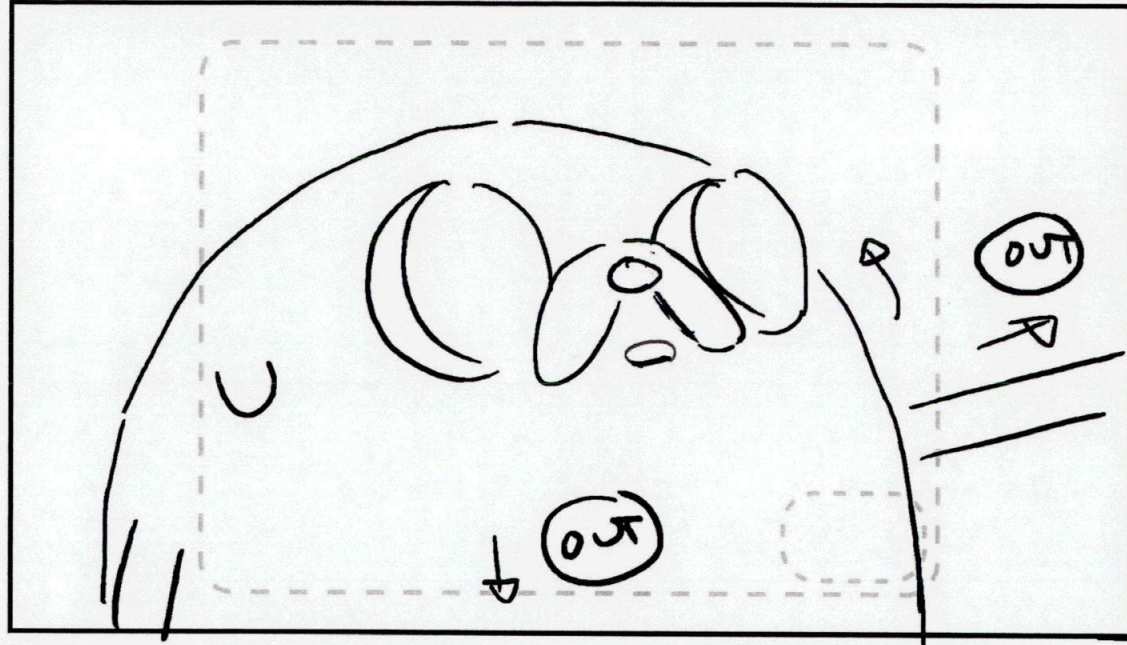


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Sc. 222 cont Pnl. D

Bg.

day night

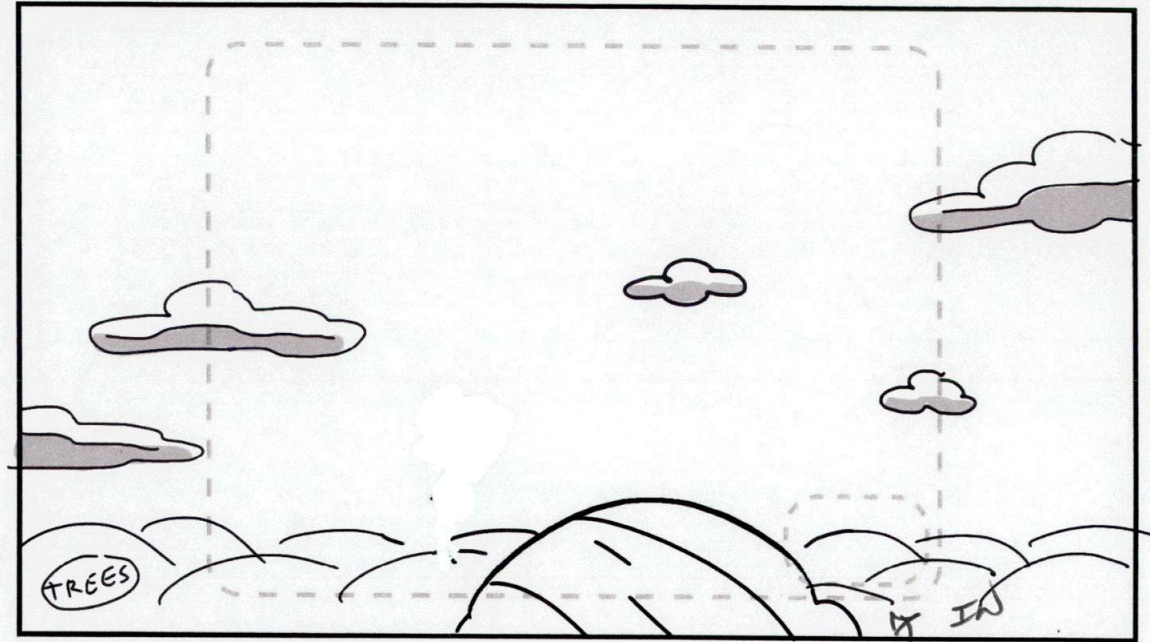


Sc. 223

Pnl. A

Bg.

day night



Dialog:

Action:

- J. STRETCHES ARM OFF/S.

- F. RISES ON/S.

DEC 10 2015

Timing:

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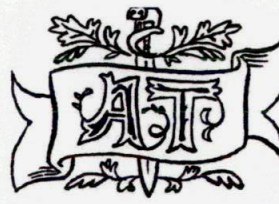
EPISODE #

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Production:

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ADVENTURE TIME



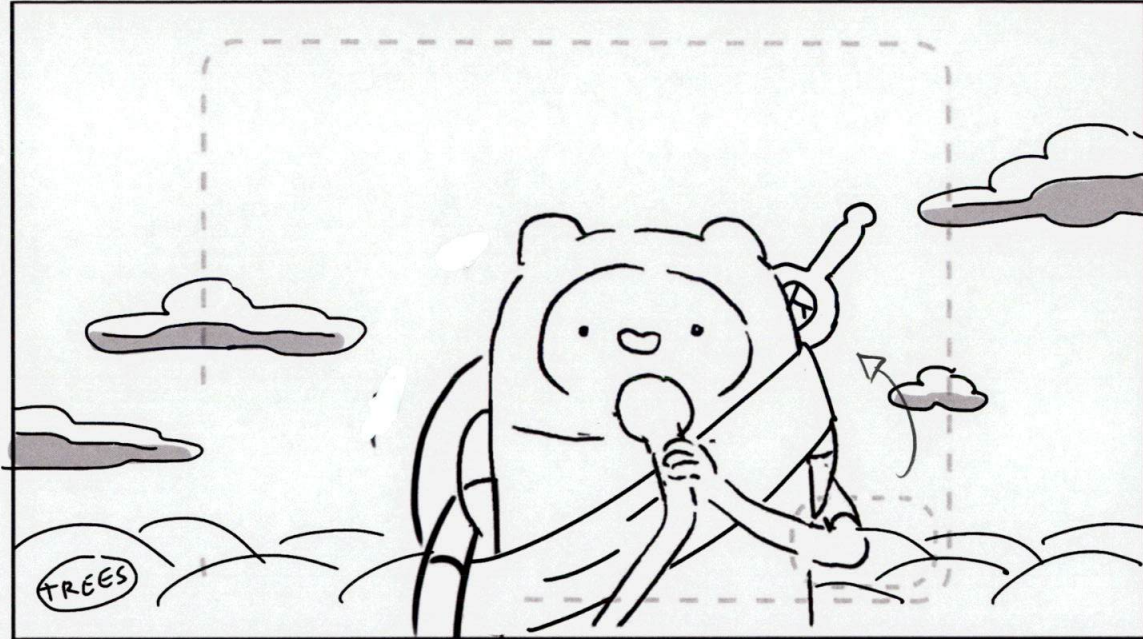
NO SC'S
224-225

Page 250
NO PGS 251-252
day night

Sc. 223 cont Pnl. B

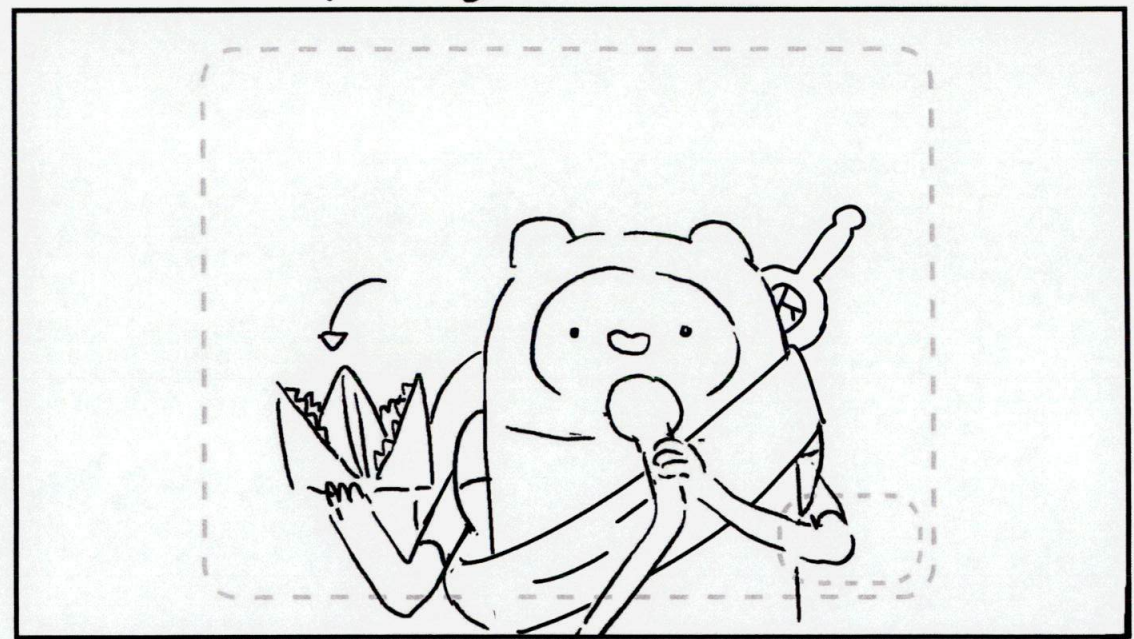
Bg.

day night



Sc. 223 cont Pnl. C

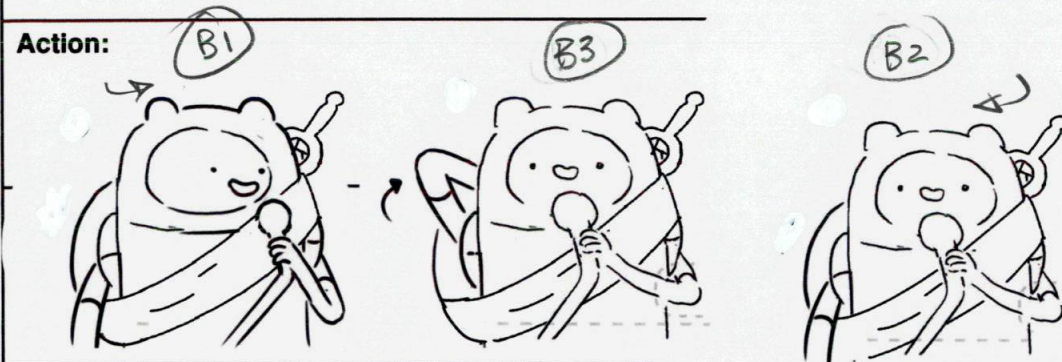
Bg.



Dialog: (E) THE WINNER is a very special someone who I've just met, Last name Hole.

(F) SHE'LL TAKE HOME THIS HANDMADE POTATO CHIP BAG CROWN.

Action:



DEC 10 2015

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EPISODE #

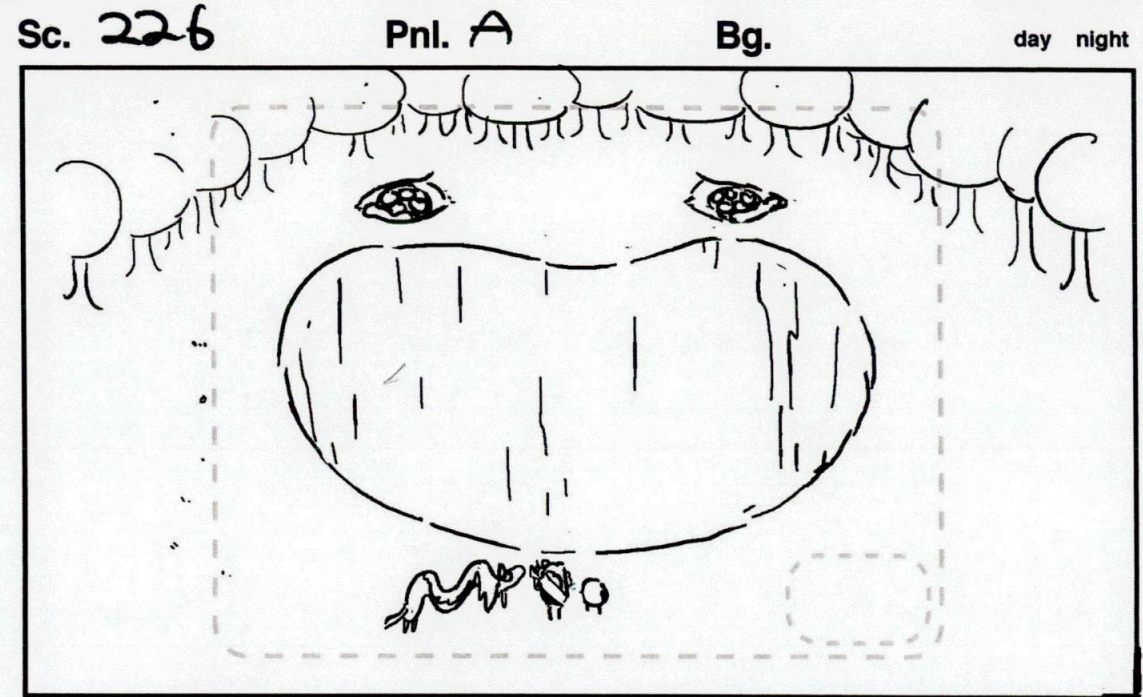
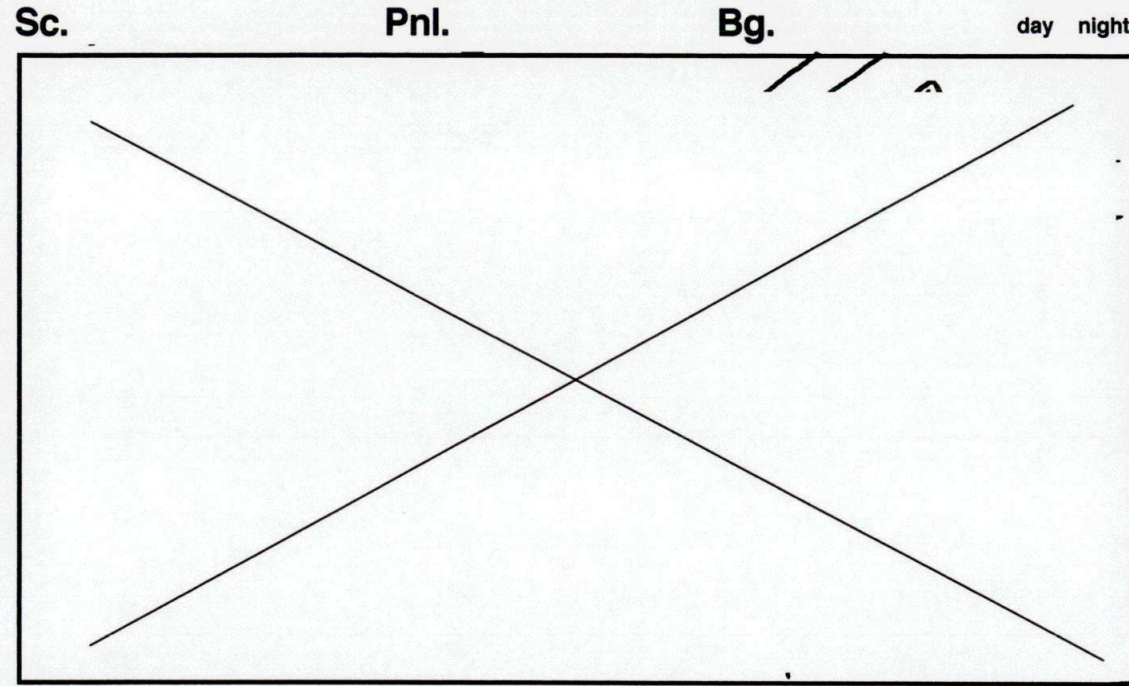
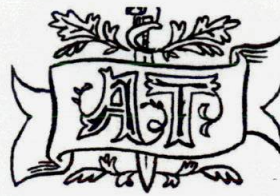
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Production:

1034/239

1034/239

ADVENTURE TIME



Dialog:	(MH) omigosh! I've never won an award before!
Action:	(A1) RISE UP HU to pos (A)
Timing:	(A2) SLAM ARM IN MOCK CLAP

SC 227 DEC 10 2015
DEC 10 2015

(A3) CLAP

1034-239

EPISODE #

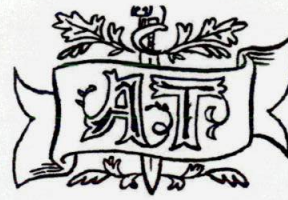
1034/239

Production:

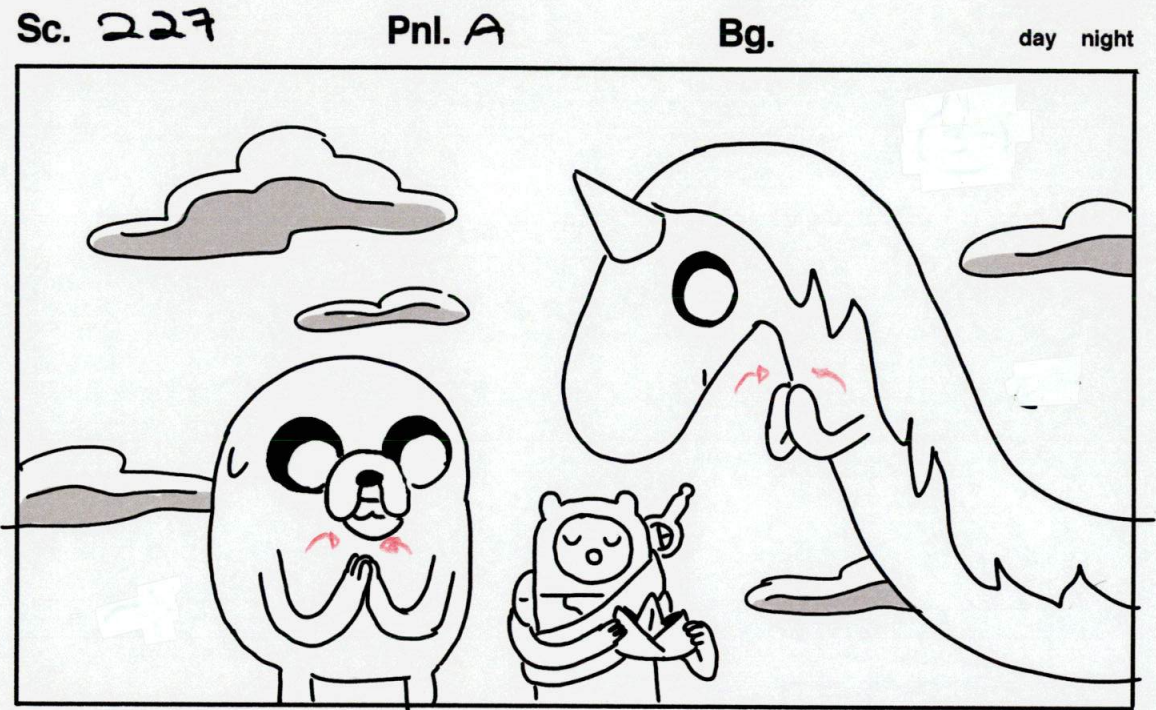
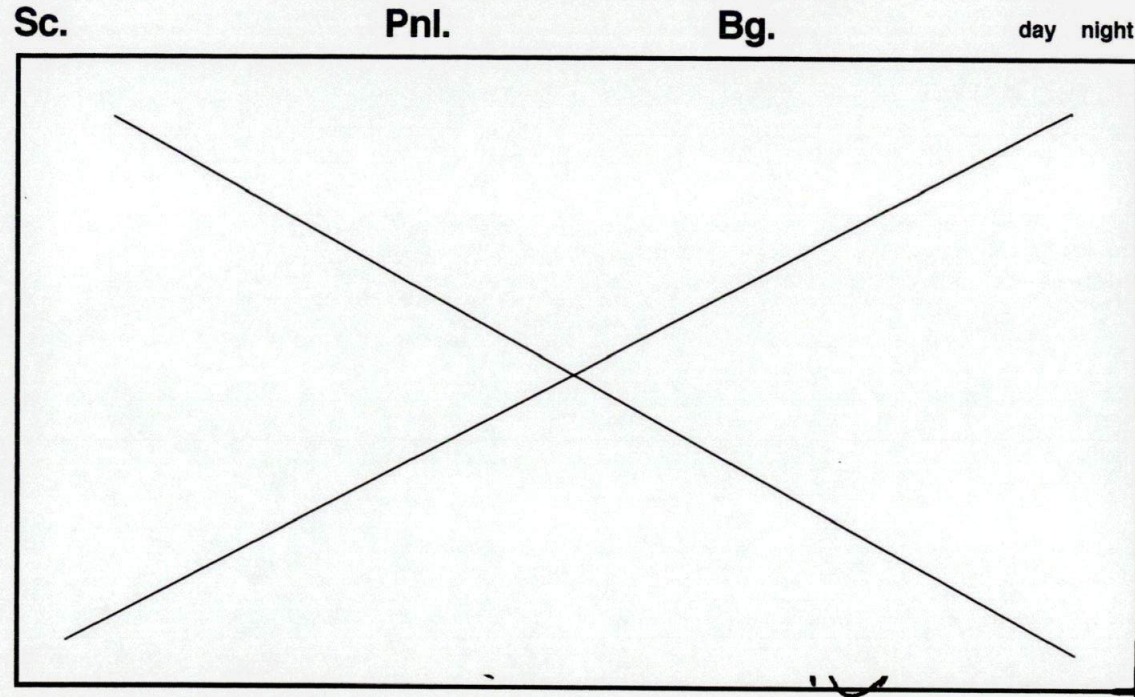
1034/239

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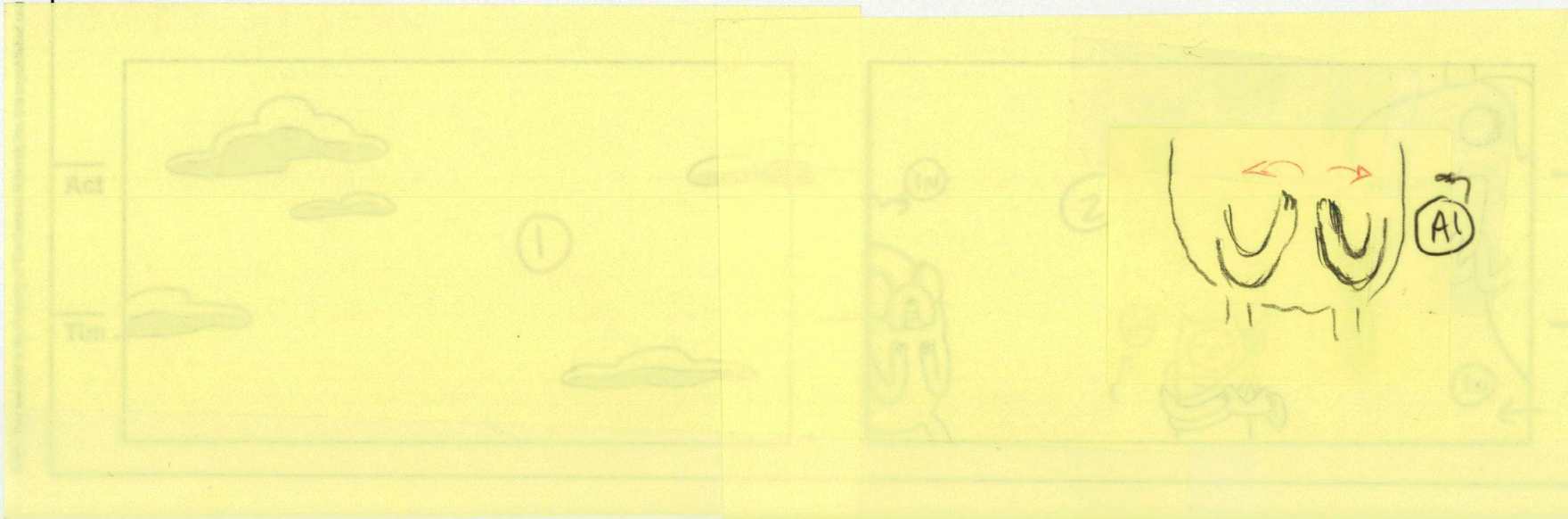
ADVENTURE TIME



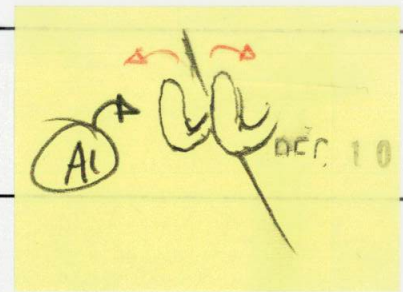
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Dialog:



SFX: * APPLAUSE *



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EPISODE #

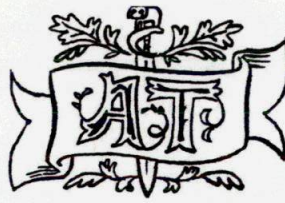
1034/239

Production:

1034/239

1034/239

ADVENTURE TIME

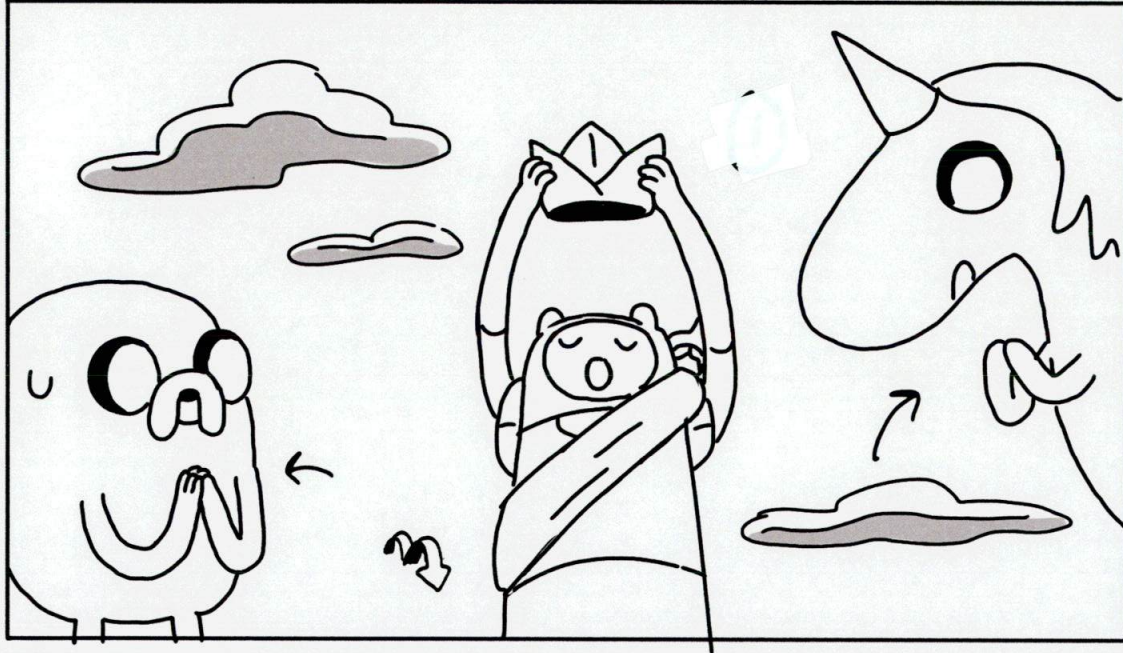


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Sc. 227 CONT Pnl. B

Bg.

day night

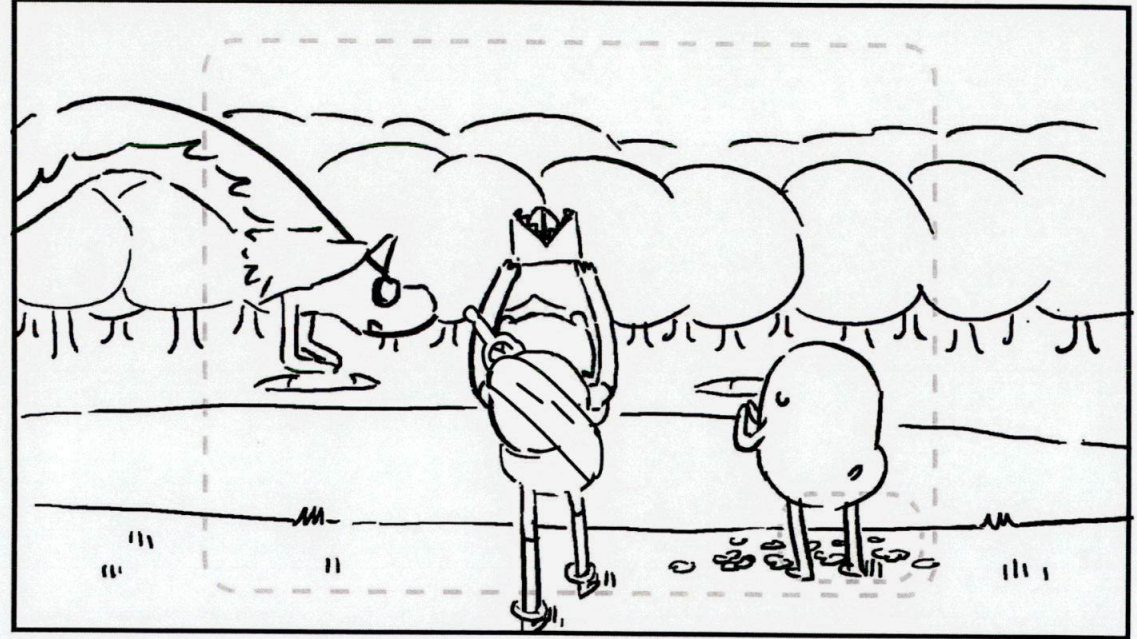


Sc. 228

Pnl. A

Bg.

day night



Dialog:

(F) (SINGS) WITH A SORROW -- (B)

(F) in our hearts we

DEC 10 2015

Act

Tim



FINN SINGS AS HE APPROACHES HOLE

FINN SINGS AS HE APPROACHES HOLE



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EPISODE #

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Production:

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ADVENTURE TIME

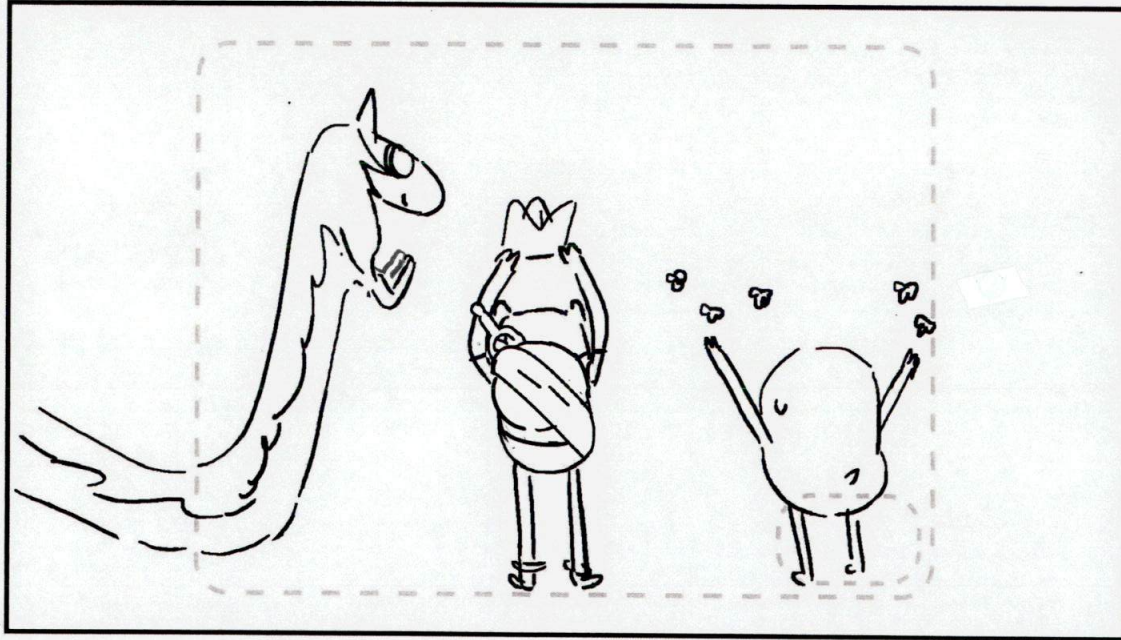


Page **256**

Sc. **228** *cont* Pnl. **B**

Bg.

day night

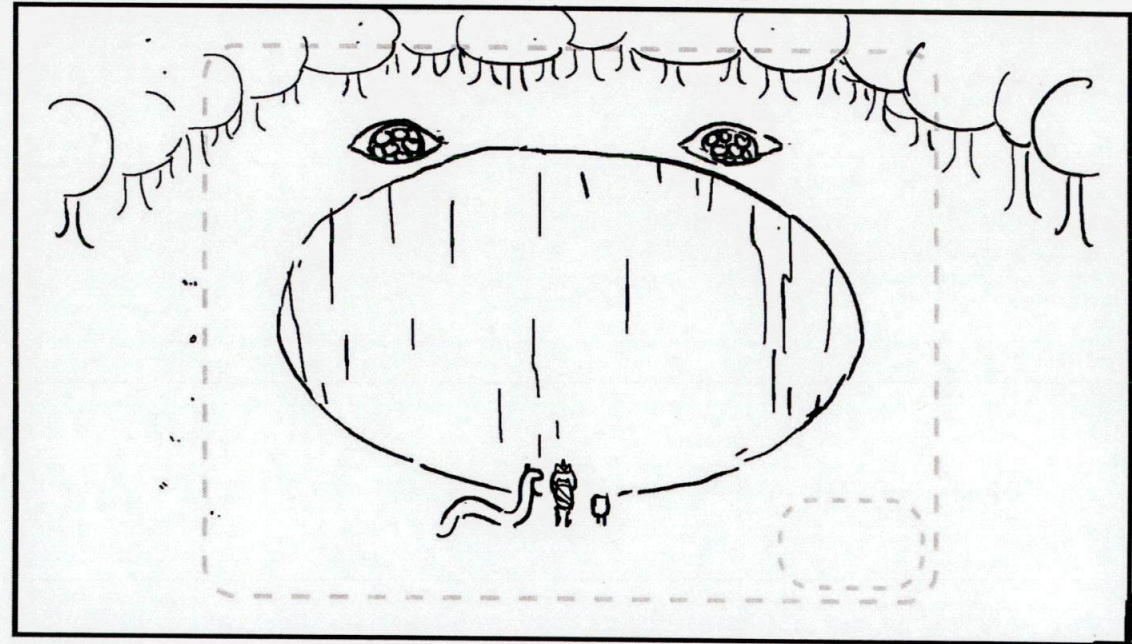


Sc. **229**

Pnl. **A**

Bg.

day night



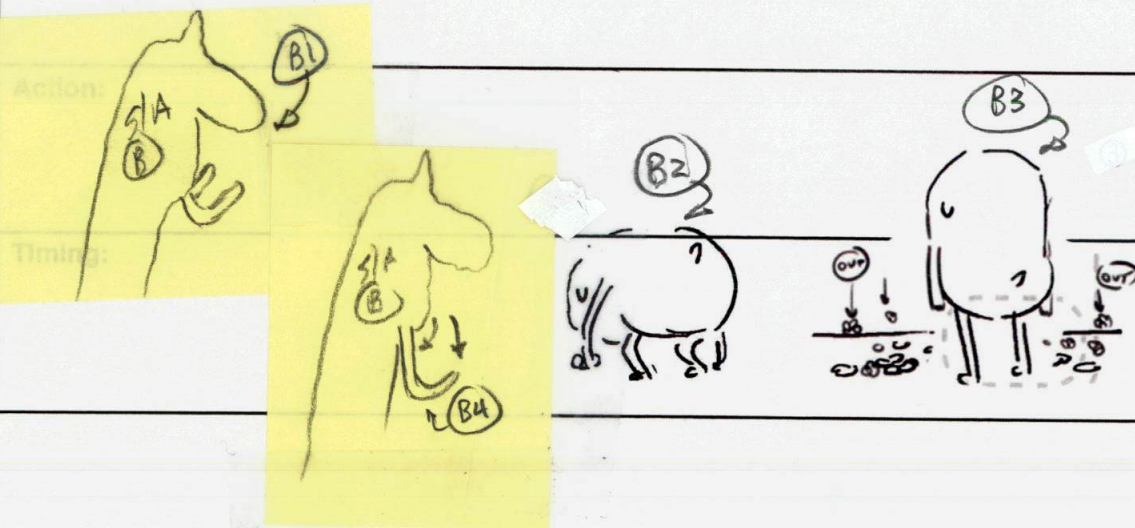
Dialog:

(F) ♪ CAN PLAY ♪

F+MH: ♪ AND I LOOK
UP TO YOU ... ♪

- MUSIC HOLE ALSO SINGS.

DEC 10 2015



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Production:

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ADVENTURE TIME



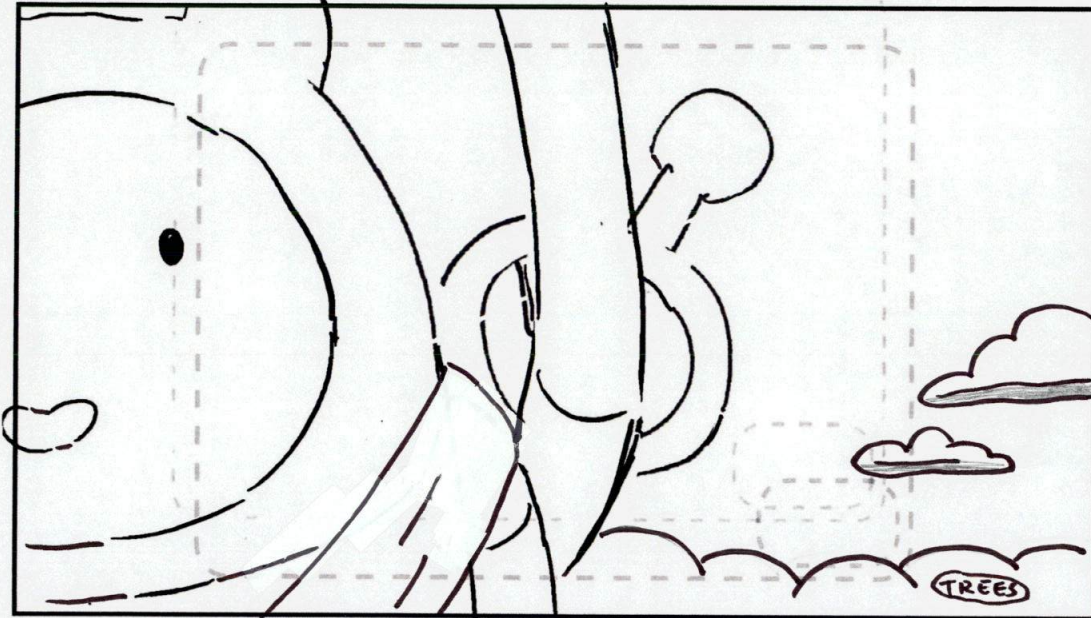
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Sc. 230

Pnl. A

Bg.

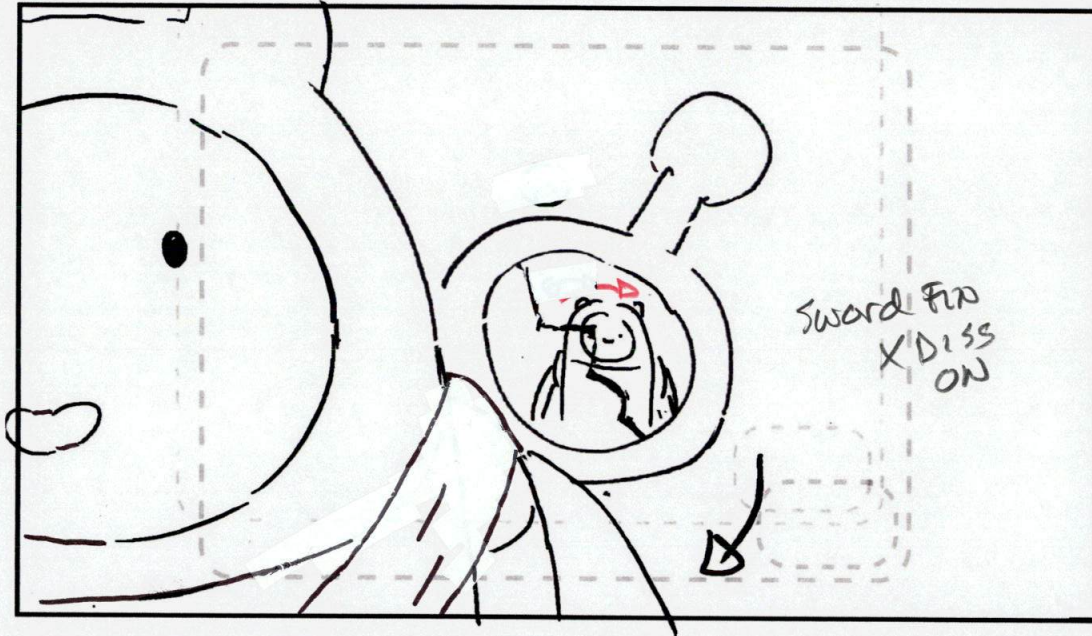
day night



Sc. 230 *cont* Pnl. B

Bg.

day night



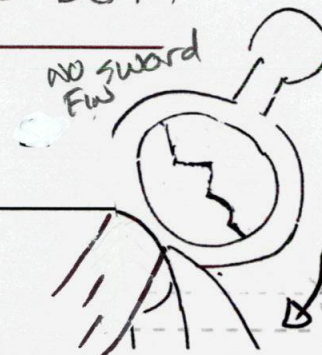
Dialog:

F+MH: ↓ WHEN WE HEAR DIFFERENT
SOUNDS THAN THE HEARTLESS DO...

Action:

- FINN FACE RE APPEARS
IN THE SWORD HILT.

Timing:



DEC 10 2015



EPISODE #

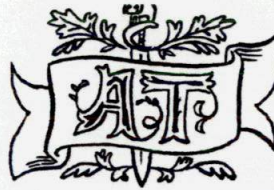
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1034/239

Production:

1034/239

ADVENTURE TIME

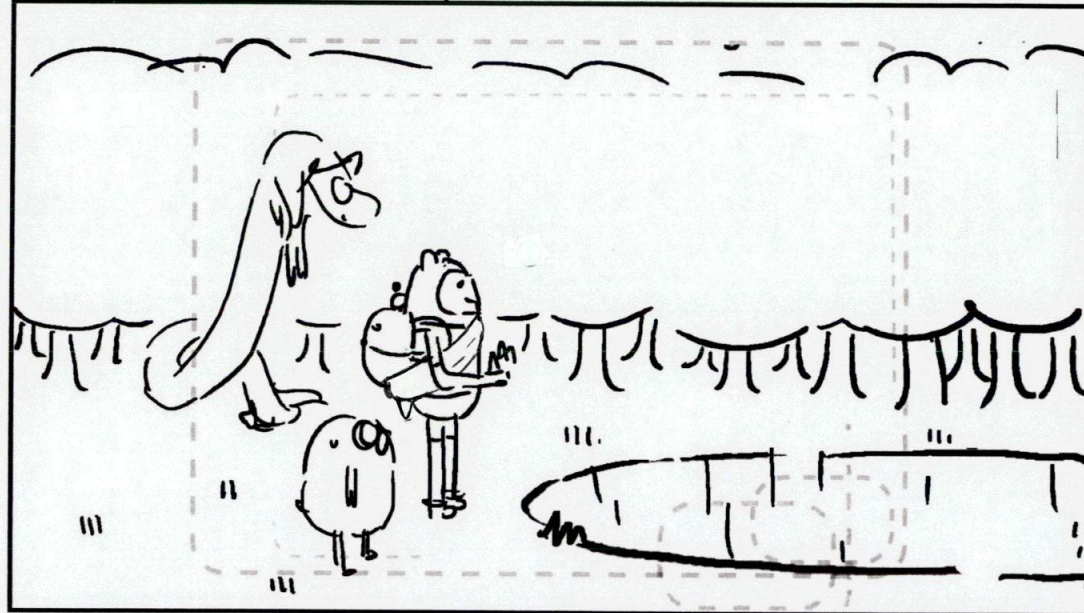


Sc. 231

Pnl. A

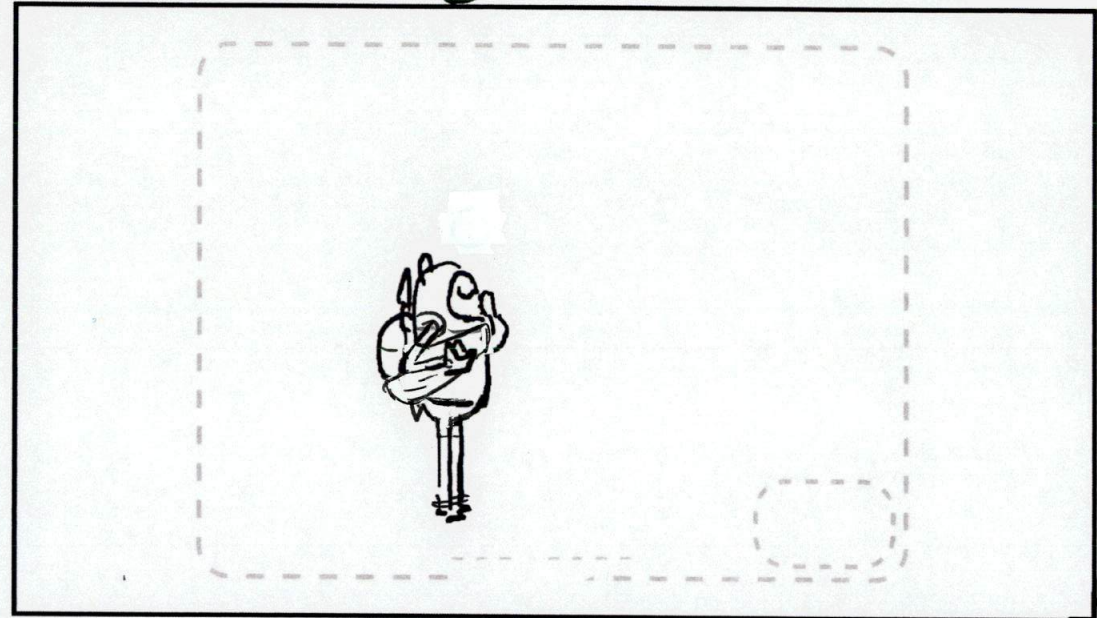
Bg.

day night



Sc. 231 *cont* Pnl. B

Bg.



Page 258
258A NEXT
day night

Dialog:

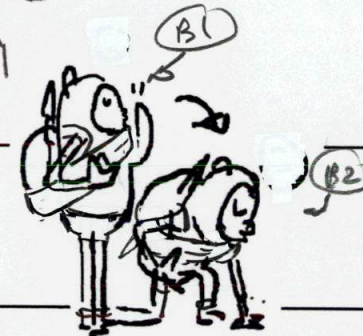
F+MH: ♪ WAKEFUL
AT NIGHT-- ♪

F+MH: ♪ LOOKING EVERYWHERE
FOR YOU, ♪

Action:



-F. KISSES HAND
AND PUTS IT ON
EDGE OF HOLE.



DEC 10 2015

Timing:

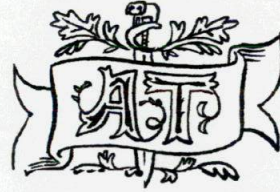
EPISODE # 1034-239

Production:

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ADVENTURE TIME

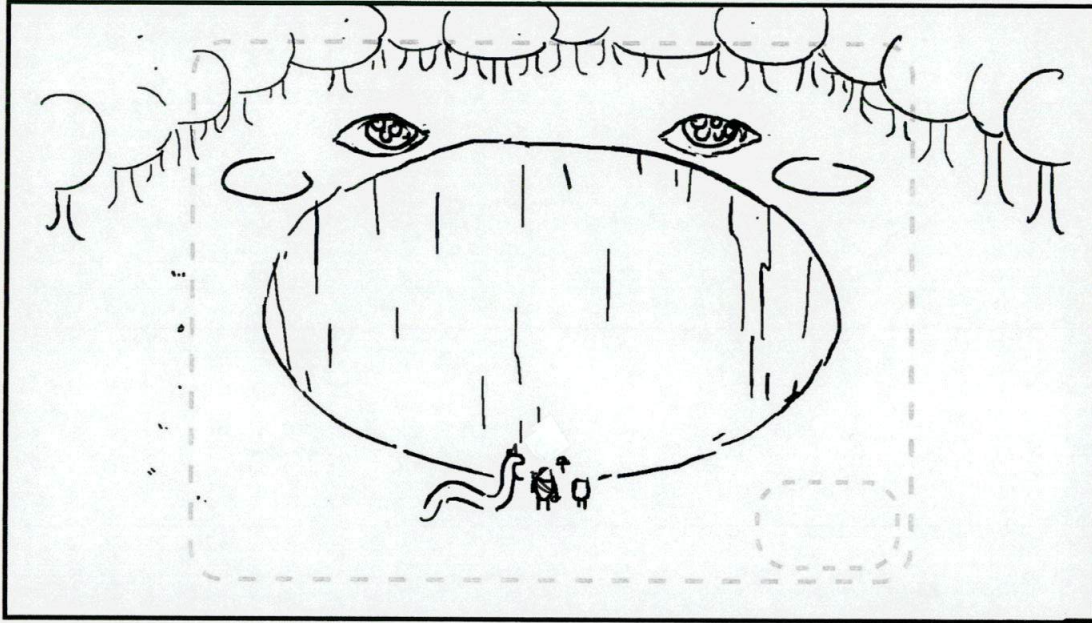


Sc. 232

Pnl. A

Bg.

day night

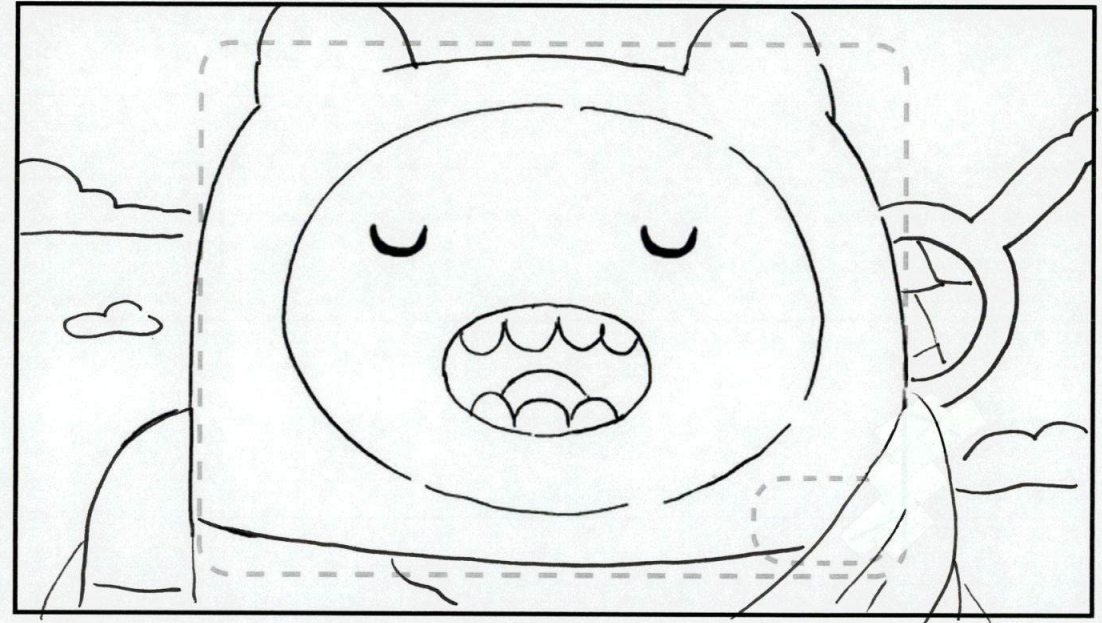


Sc. 232A

Pnl. A

Bg.

Page 258A
259 NEXT
day night



Dialog:

F+MH (009) you → F/MH Why Do I
S/A XX cross dissolve to finn

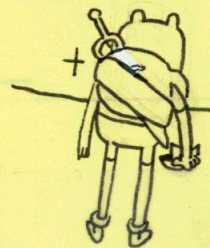
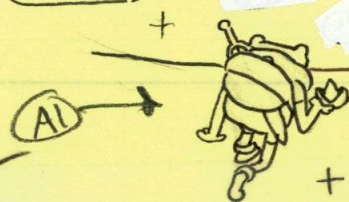
Action:

MH blushes

DETAIL

DETAIL

(A)



DEC 10 2015

Timing:



EPISODE # 1034-239

Production:

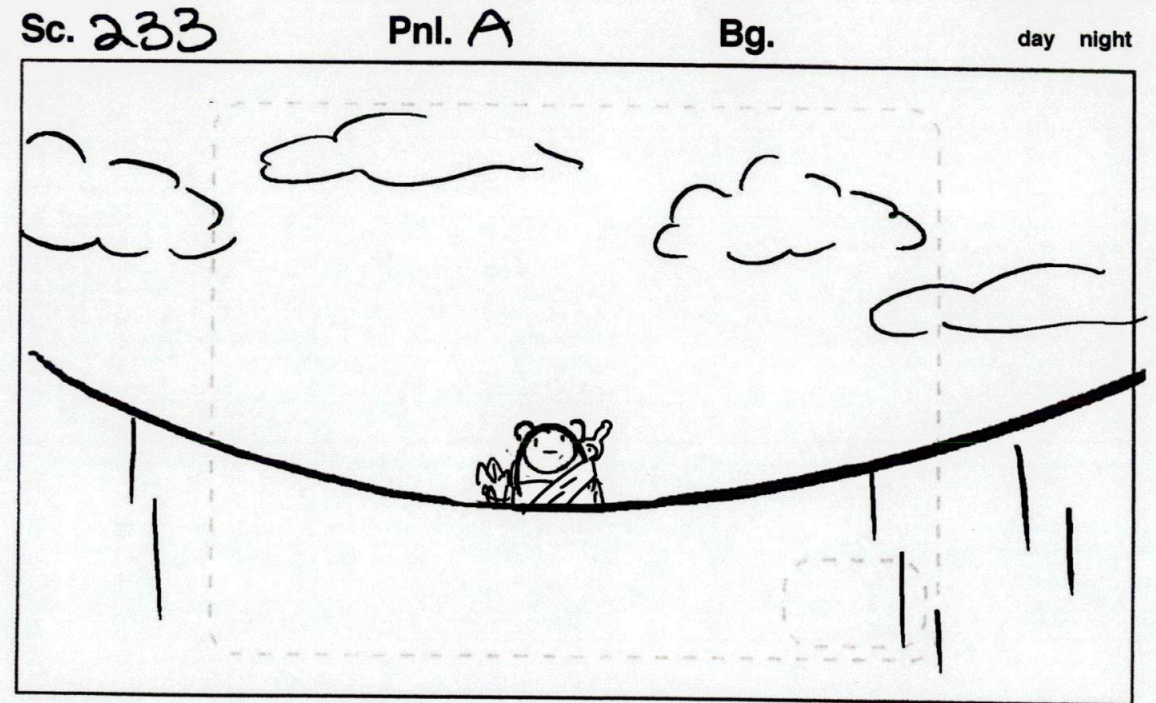
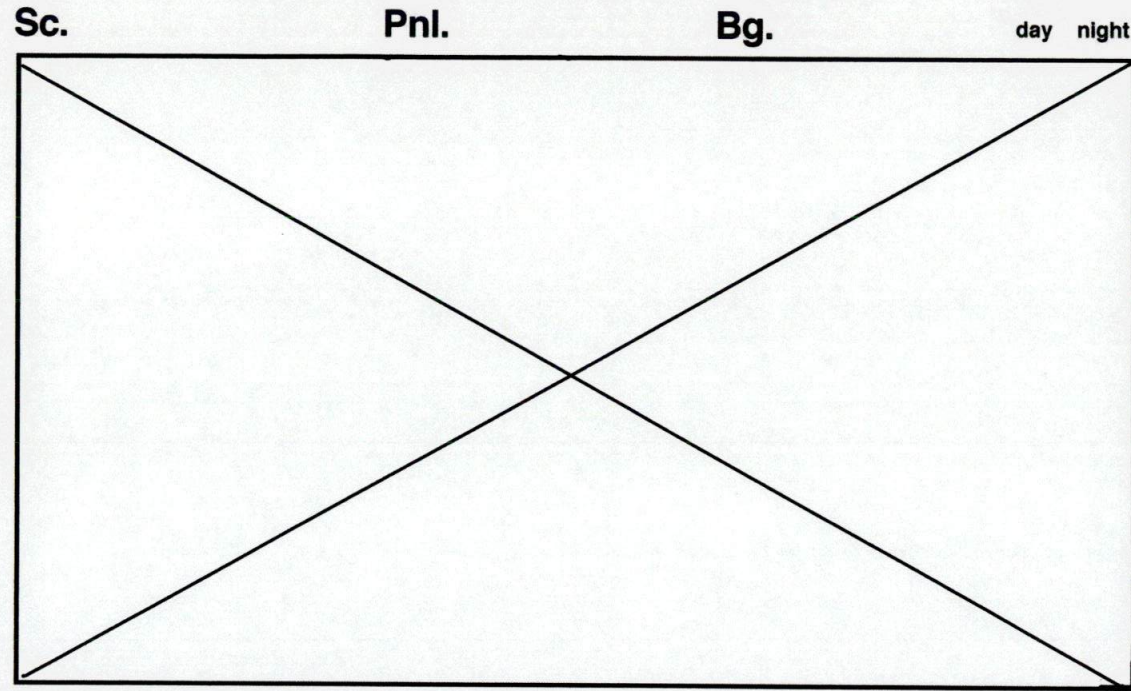
1034/239

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ADVENTURE TIME



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Dialog:	<p>(NO SYNC)</p> <p><u>F+MH:</u> ♪ LOOK UP ♪</p>
Action:	
Timing:	

DEC 10 2015

EPISODE # 1034-239

Production:

1034/239

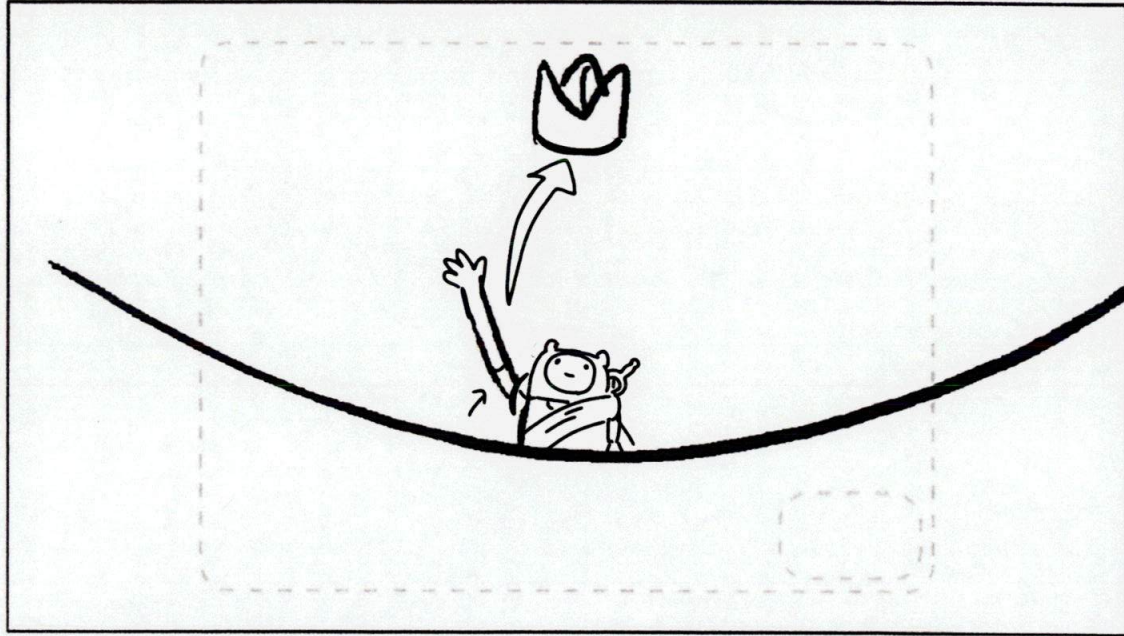
ADVENTURE TIME



Sc. 233 cont Pnl. B

Bg.

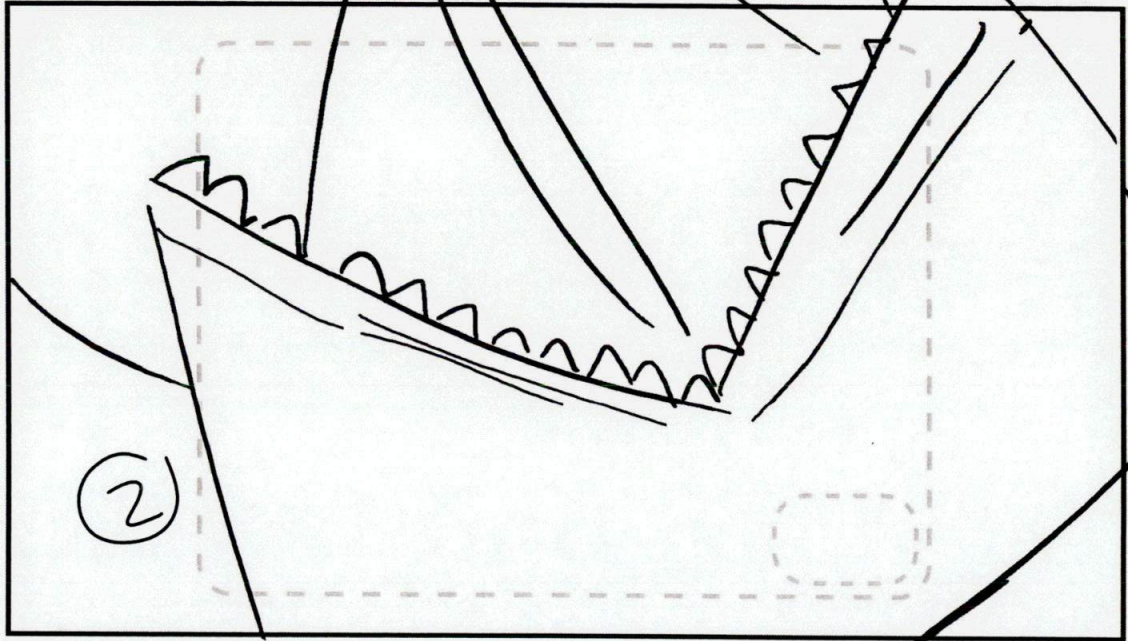
day night



Sc. 233 cont Pnl. C

Bg.

Page 260
day night



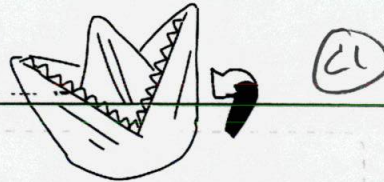
Dialog:

F+MH: (NO SYNC)

TO YOU...

Action:

-F. THROWS CROWN.



-CROWN FLIES TOWARDS CAM.
DEC 10 2015

Timing:



1034-239

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1034/239

Production:

1034/239

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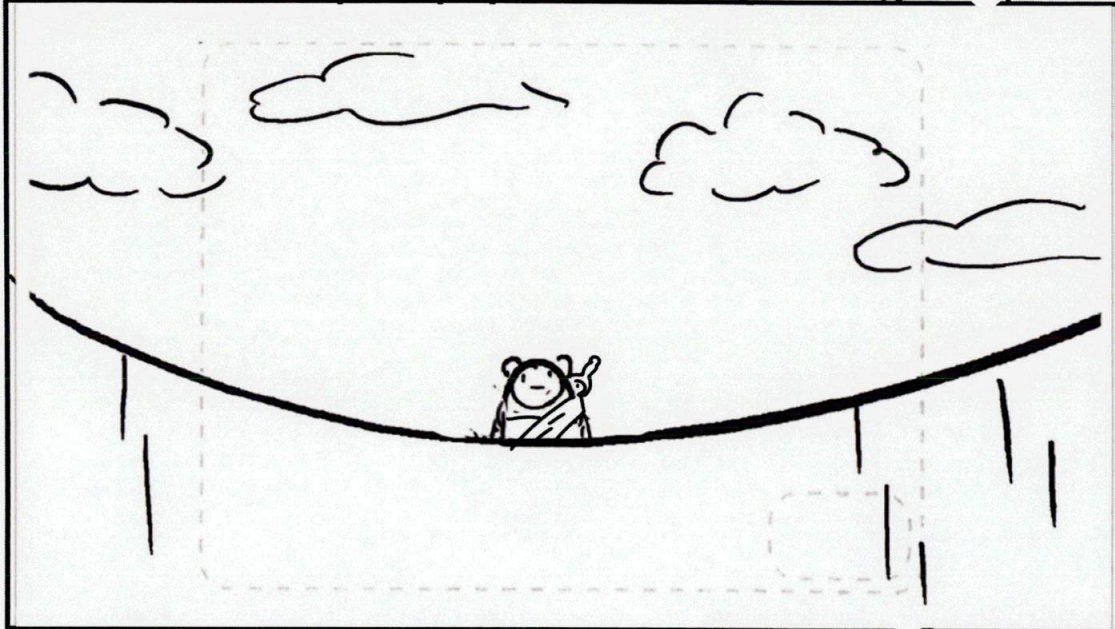
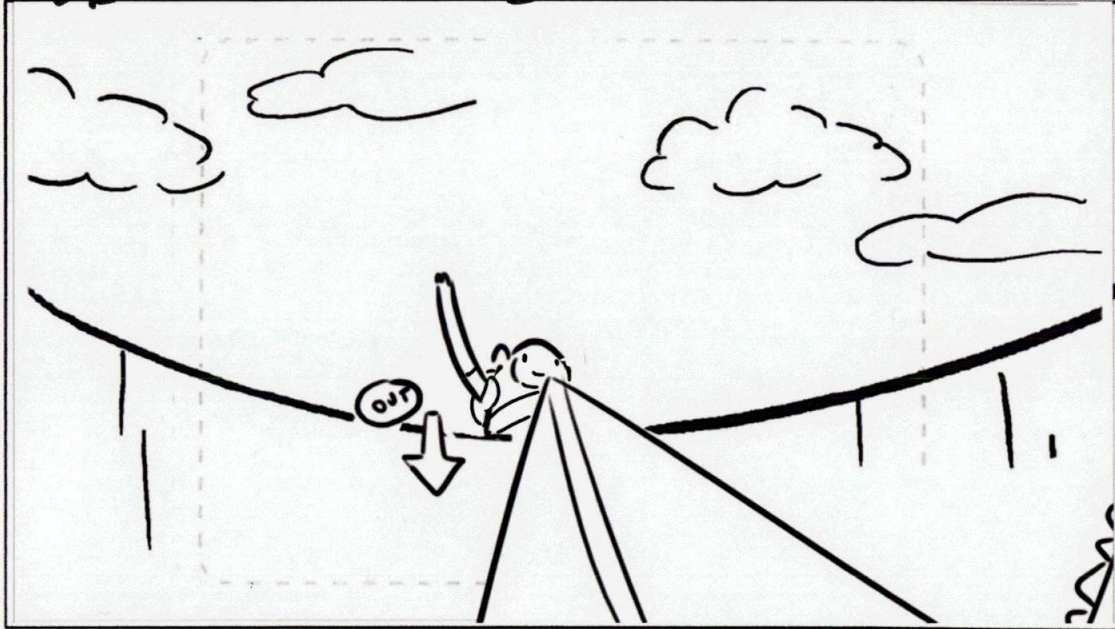
1034/239

ADVENTURE TIME



Sc. 233 CONT Pnl. D Bg. day night

Sc. 233 CONT Pnl. E Bg. day night



Dialog:	<u>F+MH</u> : (NO SYNC) YOU ...
Action:	-CROWN FLIES TOWARDS CAM.
Timing:	DEC 10 2015

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Production: 1034/239